Jason Zenarosa

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Education

University of California, Irvine   *Sep. 2021 - Present*
B.S. Computer Science
- Regents Scholar

Relevant Coursework

Information and Computer Science

ICS 31 - *Introduction to Programming (Python)*	*Sep. 2021 – Dec. 2021*
ICS 32 - *Programming with Software Libraries (Python)*	*Jan. 2022 – Mar. 2022*
ICS 33 - *Intermediate Programming (Python)*	*Mar. 2022 – Jun. 2022*
IN4MATX 43 - *Introduction to Software Engineering*	*Mar. 2022 – Jun. 2022*
ICS 45C - *Programming in C++ as a Second Language*	*Sep. 2022 – Present*

Mathematics

MATH 2B - *Single Variable Calculus II*	*Jan. 2022 – Mar. 2022*
ICS 6B - *Boolean Algebra and Logic*	*Mar. 2022 – Jun. 2022*
ICS 6N - *Computational Linear Algebra*	*Sep. 2022 – Present*

Experience

UC Irvine Office of Information Technology - *Student Software Developer*   *Oct. 2022 – Present*
- Assisted in building and maintaining web-based applications using C#, .NET, SQL Server, Javascript/JQuery, and HTML/CSS
- Worked collaboratively in an agile software development team

Projects

Documentation can be found on my GitHub page.

Calculator - *HTML, CSS, JavaScript*   *Sep. 2022 - Sep. 2022*
- Developed a web application that functions as a calculator
- Created virtual buttons for inputting numbers and arithmetical operations
- Created a panel for displaying inputs and result

Etch-a-Sketch - *HTML, CSS, JavaScript*   *Sep. 2022 - Sep. 2022*
- Developed a web application that allows users to make pixel art in their browser

Adventure Framework - *Python*   *Jul. 2022 - Jul. 2022*
- Developed a tool that allows users to create CLI-based choose-your-own-adventure games
- Created functions that allow game data to be retrieved from plain text files
- Enabled users to easily add, remove, and edit content from any text editor

Skills

Advanced Python, HTML, CSS, JavaScript, Object-Oriented Programming, UML, Git/GitHub
Intermediate C++, MIPS Assembly Language, C#, .NET, SQL