

Jesus D. Argel

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PROGRAMMING COMPETENCIES

- Java
- C++

EDUCATION

Stetson University, DeLand, Florida

*Bachelor of Computer Science minor
in Physics, In progress*

GPA 3.7/4.0

Spring 2019 (Expected Graduation
Date)

RELEVANT COURSEWORK

- Modern Physics
 - Fall 2017
- Calculus III with Analytical Geometry
 - Fall 2017
- Software Development II
 - Fall 2017

PROJECTS

- PocketKnock Spring 2017
 - JS game created during Swamp Hacks. A mixture between pool and knockout created as a WebApp with HTML and CSS for learning purposes.
- Tromi Spring 2017
 - UI created with Java implementing the algorithm used to solve a classical trominoes puzzle.
- Krusty Krab Fall 2016
 - In-class project created with Java to learn about programming implementing multi-threads.
- Boo, the Human Dependency Tracker Spring 2017
 - In-class project created with the Qt editor. Worked in the Database team using SQLite.

PROFESSIONAL EXPERIENCE

Stetson Athletics, DeLand, FL

Game Manager *Aug 2017 – Present*

- Leadership role directing a team of fellow students to assure that the Athletic NCAA events run accordingly using time management skills.

Event Staff *Jan 2016 – May 2017*

- Student position as part of a team that executes multiple tasks to make events run without precedents while interacting with other team members and attendants.

CLUBS AND ORGANIZATIONS

- Stetson Hacker Space Aug 2015 – Present
 - Small community of programmers that travel to different university Hackathons.
- Stetson Men's Club President Aug 2016 – May 2017
 - Leadership position that demands a lot of responsibility, group management and planning skills.

AWARDS AND HONORS

- Stetson's Dean List 2015-2017
 - School recognition for maintaining a high GPA
- ICFES Group 1 (Colombia Standardized Test) Fall 2014
 - Country recognition for achieving the top tier.

ADDITIONAL SKILLS

- Fluent in Spanish