# Jose Zurita-Oatley

Software Developer

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- % https://jez253.github.io/Personal Website/

## SKILLS

Languages: Java, C, Python, Prolog, Lisp, LUA, Scheme, MatLab, GO, HTML, JavaScript, Swift

Applications: Eclipse, Visual Studios, XCode, Android Studio, JavaFX

Platforms: Windows, Linux, Unix, Mac OS x, AWS

Database Systems: Firebase, MySQL

# EDUCATION

## Associates of Science in Computer Science

Northern Virginia Community College 2015-2017

### Bachelor of Science in Computer Science

Virginia Polytechnic Institute and state University 2017-2019

# COURSES

Intro to Software Design
Intro to Problem Solving in CS
Software Design & Data Structures
Intro to Computer Organization 1 &2
Intro to GUI Programming
Human Computer Interactions
Comparative Languages

Creative Computing Capstone
Data Structures and Algorithms
Computer Systems
Multimedia and Hypertext
Intermediate Software Design
Formal Languages and Automata

## PERSONAL PROJECTS

#### **PulseR**

#### Android app

Built a mobile android app that is dedicated towards people whom have just started running. Automated workouts are generated monthly, the app also tracks calories, distance, and includes a timer for runs. It sends notifications and adjusts the background depending on weather.

- Google Place API, Google Awareness API, Google Map API, Google Fitness API
- DecoView wx.wheelview LeonidsLib jjoe64:graphview (Libraries)

#### BudgetMap

#### Android app

Allows users to look up certain events or activities based on the budget and distance that a user inputs. The app scrapes information and prices off the web and displays them on a list for a user to see.

Google Place API, Google Maps API, PredictHQ

## **RC** Paint

#### Website

Implemented a fully functional application that allows a user to draw on a canvas. Features include, save as, resizing of the canvas, erase button and includes a color chooser with 100 plus colors.