Jose Zurita-Oatley

Software Developer

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- % Website

SKILLS

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

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

Operating Systems: Windows, Linux, Unix, Mac OS x,

Database Systems: Firebase

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.