Jonathan Herrera

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EDUCATION

- **University of California, Riverside** — Riverside, CA
  Bachelor of Science in Computer Science — *Sep. 2015 – Jun. 2018*

- **Significant course work**

  Intermediate Algorithms and Data Structures, Compiler Design, Intermediate Embedded Systems, Machine Learning and Data Mining, Computer Security, Concurrent and Parallel Programming, Software Construction and Design, Virtual Reality, Technical Communication

PROJECTS

- **Shuttle Analysis** — MEAN Stack, Python
  Long-term project
  - **Description**: A Web app that allows UCR students to enter their destination which notifies the shuttle about the ride requests. The app will provide the most optimal route to all destinations. Machine learning will be used to provide analysis to the routes taken and their request frequency. The end result is to save time and money for the shuttle program.

- **Twitch.tv Analytics** — Python
  In development
  - **Description**: An app that determines if trending post on Reddit's livestreamfails subreddit provides positive and/or negative exposure to Twitch streamers. The app will analyze viewer analytics from Twitch to determine if there is a correlation with posts on Reddit. This project is done using Twitch and Reddit's APIs and will use machine learning to determine viewership trends.

- **Desmos Calculator** — Java, Firebase
  Senior Project
  - **Description**: An android app inspired by the Desmos graphing calculator
  - **Role**: Interfacing the app with Firebase for authentication and database usages. Implementing android intents to allow the application's functions to communicate with on another. Creating a syntax aware custom keyboard for the calculator.

- **Dodging Game** — C
  Embedded Systems
  - **Description**: A embedded systems project using various components such as a matrix and a joystick to control the player. The player has to avoid various bullets and laser that are attempting to hit the player.

SKILLS

- **Languages**: C++, C, C, Python, Java, JavaScript, HTML5/Pug, CSS3/SASS/Stylus, Shell and bash scripting.
- **Technologies**: Digital Ocean, MongoDB, Angular, Express, Node.js, git, Unity, Firebase, Gulp automation, AWS, GDB, Valgrind, Valgrant, and Linux.
- **Experience**: Front and backend development, Debugging and Testing, Android, Agile, Documentation, Communication, and lastly tight deadlines.