

# JOEL DANIEL RICO

██████████, CA

██████████ | joeldanielrico@csu.fullerton.edu

<https://periodicallyprogramming.com/>

<https://github.com/jjoeldaniel>

<https://www.linkedin.com/in/joeldanielrico/>

## CAREER OBJECTIVE

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Aspiring Software Engineer with a passion for problem-solving and solution-based programming. Strong work ethic with proficiency in communication in team-based environments.

## EDUCATION

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**California State University, Fullerton, Fullerton, CA**

*Bachelor of Science, Computer Science*

Expected Graduation: May 2025

GPA: 3.48 / 4.0

## TECHNICAL SKILLS

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- Programming Languages: Java, C++, Python
- Software: Git, Visual Studio, Visual Studio Code, PyCharm, IntelliJ, CLion
- Database Systems: SQLite3
- Other: Microsoft Office Suite (Word, PowerPoint, Excel), HTML, CSS

## PROJECTS

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### Discord Bot

May 2022 - Present

- Utilizes Google Apps Script API to translate user messages
- Implements Spotify API to request album, artist, and playlist info
- Allows for streaming of music from multiple sources (YouTube, Spotify, Apple Music, SoundCloud)
- Maintains user currency and settings with SQLite3
- Includes cases of input sanitization/validation and exception handling
- Uses Git for version control
- 3,500+ lines of code developed, maintained, and documented over 4+ months

### Canvas-Discord Integration

September 2022 - Present

- Synchronizes with Canvas through CanvasAPI to provide up-to-date class information to users
- Collaboration effort with two additional students from CSUF ACM chapter
- Stores API keys, user IDs, and linked courses using SQLite3
- Utilizes Git for version control
- Created various functions to interface with Canvas and pull user data (classes, assignments, student information)

### Blackjack Clone

March 2022 - April 2022

- Created CLI menu for improved user accessibility and interaction
- Persistent currency system
- Later implemented into Discord Bot project