

# Jorge Salazar

+1 (510) 381-1884

[ululation@berkeley.edu](mailto:ululation@berkeley.edu)

260 Mather Street, Oakland, CA 94611

---

## Experience

- Ceramics camp counselor in training (Summers 2018-2019, worked as a paid counselor for part of summer 2021)
  - Taught ceramics to kids aged five through 13
  - Helped unload kilns, wedge clay, unsettle glaze, and clean studio
- Bytes for Bits (2018)
  - Assisted in an after-school program once a week teaching Scratch to kids aged five through 13
- Self-taught Javascript as well as C++ and SFML to create simple graphical programs and games
- Wrote a Scheme interpreter in Python
- Wrote a hypernyms/hyponyms map in Java using the Google Ngrams dataset
- Worked on a team to develop a 2D game using Godot and GDScript, as well as working on solo projects
- Working on a machine learning project for Cambridge Nucleomics using TensorFlow to classify peaks in biological data as valid or invalid

## Education

- Graduated from Albany High School in 2021
  - 4.07 weighted GPA
  - Took a gap year to work for local farriers after graduation and self-study concepts in math and computer science
- Currently a second year at the University of California, Berkeley intending a double major in computer science and linguistics

## Skills

- Coding experience in Python, C++, Javascript, Java, Limited experience in C#, Lisp, SQL, R Markdown, and Lua
- 2D Game development experience in Unity and Godot, including programming in C# and GDScript as well as creating 2D art assets
- Machine learning experience using TensorFlow and Keras layers
- Reading/writing proficiency in Spanish