

# Jorge Emanuel Nuñez

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## Education

- San Diego State University | San Diego, CA

May 2027
- M.S. in Computer Science
- Coursework: Machine Learning, Algorithms, Database Theory & Implementation
- University of California, Berkeley | Berkeley, CA

May 2024
- B.S. in Electrical Engineering and Computer Sciences
- Coursework: Operating Systems, Artificial Intelligence, Database Systems, Data Structures, Computer Architecture

## Experience

- Qualcomm | Software Engineering Intern

May 2023 - August 2023
- Contributed to the CPU software infrastructure team responsible for validating and optimizing low-level system performance in embedded platforms.
  - Developed and maintained Python-based automation tools to validate power management workflows, analyzing large datasets of system performance metrics to identify regressions.
  - Automated CI/CD testing with Bash and CMake, reducing deployment time by 40%.
  - Worked in a 5-person Agile team to deliver weekly builds with optimized power-saving workflows.
  - Reduced system power consumption by analyzing CPU load patterns and optimizing task scheduling.
- Berkeley ACE Lab | Research and Development Assistant

February 2021 - May 2024
- Engineered and implemented RESTful APIs using Node.js/TypeScript to integrate real-time cheat detection with PrairieLearn, handling 200+ concurrent users.
  - Developed Python-based cheat-detection software with 92% accuracy, reducing academic dishonesty in UC Berkeley's introductory computer science course serving 200+ students.
  - Launched automated test suites and CI/CD pipelines for continuous deployment, ensuring 99% system uptime.
  - Authored documentation and optimized Git workflows, boosting collaboration for a 12-member team.

## Projects

- Yomitan Predictive Query Bar | Open Source Contribution (Personal Fork)

  - Engineered a Japanese-only search bar in JavaScript for Yomitan using on-demand DB-first Trie caching, enabling fast predictive queries across 100K+ dictionary entries.
  - Designed and implemented the UI and core logic in JavaScript, HTML, and CSS; developed and tested in a forked codebase using Vitest, Playwright, and ESLint.
- Pintos Operating System | Course Project, CS162: Operating Systems

  - Extended OS with user programs, system calls, priority scheduling, and file caching in C.
  - Implemented robust synchronization primitives, including semaphores and priority donation to prevent priority inversion in multi-threaded processes.
- Database Management System | Course Project, CS186: Database Systems

  - Built an ACID-compliant DBMS in Java with MVCC and ARIES-style crash recovery.
  - Reduced lookup time by 60% using custom B+ Tree indexing and optimized query plans.
- Gitlet Version Control System | Course Project, CS61B: Data Structures

  - Engineered a lightweight version control system in Java, implementing core Git functionality such as snapshot tracking, branching, merging, and conflict resolution algorithms.
  - Integrated SHA-1-based content addressing and staged commit workflow for consistent history tracking.
- Traffic Sign Recognition | Personal Project

  - Achieved 97%+ accuracy on GTSRB with a LeNet5-inspired CNN in PyTorch, trained on augmented data using cross-entropy loss and Adam optimizer.
  - Applied image preprocessing techniques (histogram equalization, normalization) and data augmentation.

## Skills

- Languages:** Python, Java, TypeScript/JavaScript, SQL, C/C++
- Frameworks & Libraries:** PyTorch, Node.js, RESTful APIs, PostgreSQL, FastAPI, React, Pandas, NumPy
- Tools & Platforms:** Git, Docker, CI/CD pipelines