JOSE A. CARRILLO

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EDUCATION

Computer Science and Applied Mathematical Sciences Double Major

Texas A&M University, College Station. Class of 2022 (December graduation).

GPA: 3.736

PROJECT/EXPERIENCE

Selection Chess Project (May 2021 – present)

- Worked individually on development of engine and interface for a chess variant. Started as a coding club project, and aspires to be a platform for future coding club students to each build their own engines for it.
- Built in **C++**. Uses **Boost.Process** library. Uses Godot Game Engine for GUI.
- Wrote detailed documentation and comments to ease onboarding.

Aggie Coding Club Member (Sept 2018 – May 2021)

- Worked in multiple small teams on development. Experience using **Git** for collaboration.

TAMUmake Hackathon Participant (Feb 2019)

- Team development Python program that took camera input of 'chessboard' and create virtual representation.

Highschool Capstone: "Anti-Procrastination Commitment Device" (Jan 2018 – Aug 2018)

- Created Windows application and service using C# .NET framework, which communicated to my Arduino program controlling electromechanical compartments.

Robotics Team First Tech Challenge (Aug 2017 – June 2018)

- Experience in managing members and delegating responsibilities. **Java** and **Git** used.

COURSEWORK

CS: Analysis of Algorithms (CSCE 629), Computer & Network Security (CSCE 465), Robotics and Spatial Intelligence (CSCE 452), Programming Studio (CSCE 315).

Math: Linear Algebra I & II (MATH 323, MATH 423), Advanced Calculus I (MATH 409), Numerical Methods (MATH 417), Differential Equations (MATH 308), Applied Algebra (MATH 433).

SKILLS

C++, Python, Git, LaTeX, Object-oriented design, Data structures and algorithms.