JOSE A. CARRILLO

jose01carrillo30@gmail.com	https://ghde.dev/	https://github.com/jose01carrillo30
Madison, AL / Huntsville, AL		

EDUCATION

B.S. Computer Science with Mathematics minor
Texas A&M University, College Station. Class of 2022 (December graduation)
GPA: 3.736 (Magna Cum Laude)

COURSEWORK

CS: Analysis of Algorithms (CSCE 629), Software Engineering (CSCE 431), Computer & Network Security (CSCE 465), Robotics and Spatial Intelligence (CSCE 452).

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

PROJECT/EXPERIENCE

Hobby game development (May 2023 – present)

- Used Godot Engine with GDScript to work on several game prototypes.

CSCE 431 Software Engineering course (September 2022 – December 2022)

- Used **Agile Scrum** and **Jira** to collaboratively deliver web app to TAMU SEDS.

Selection Chess Project (May 2021 – December 2022)

- Developed an engine and interface for a chess variant in C++.
- Wrote documentation and comments to ease onboarding.

Aggie Coding Club Member (Sept 2018 – May 2021)

- Worked in multiple small team projects. Experience using **Git** for collaboration.

DREU (June 2020 – September 2020)

- Researched local repair algorithms for probabilistic road maps of multi-agent motion planning under a mentor for a summer internship.

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.

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

- Experience managing members and delegating responsibilities. Used **Java** and **Git**.

SKILLS

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

NOVICE SKILLS

Qt, 3D printing, Blender, Fusion 360 CAD