




Jose Fernandez-Rocha

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EDUCATION

University of California, Berkeley, CA

May 2020

Bachelors of Arts in Computer Science

Relevant Coursework: **CS61A:** Structure and Interpretation of Computer Programs(**Python**, **Scheme**), **CS61B:** Data Structures(**Java**),

SKILLS

Languages: Advanced: Python, C# Proficient: Java, HTML, CSS, JS

Libraries: Bootstrap

HIGHLIGHTED PROJECTS & EXPERIENCE

SMA Inc.

June - August 2021

Software Engineering Intern

Irvine, CA

- Created a software tool add-in accessory that gives project managers, schedulers and planners access to exclusive functions in Microsoft Project. Coded using C#, this tool allows these individuals the ability to categorize and interpolate meaning from data that is imported into the Microsoft application.

The Game of Hog

CS61A: UC Berkeley

- Developed a simulator dice game("Hog") using control statements, higher-order functions and other python related properties.

CS61A Autocorrecting Typing Software

CS61A: UC Berkeley

- Used abstraction, recursion and list comprehension to create a multiplayer online typing software("Cats") with an autocorrect feature.

Portfolio Website

Languages: HTML, CSS, JS

- Created a responsive portfolio website to highlight my coursework and projects primarily using the bootstrap library.