Jose Fernandez-Rocha

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**EDUCATION**

**University of California, Berkeley, CA           Expected May 2024**

Computer Science B.A.

**Relevant Coursework: CS61A:** Structure and Interpretation of Computer Programs(**Python, Scheme**), **CS61B:** Data Structures(**Java**, **EECS16A:** Designing Information Devices and Systems I, **EECS16B:** Designing Information Devices and Systems II, **CS70:** Discrete Mathematics and Probability Theory

**SKILLS**

Python, C#, Java, HTML, CSS, JS, Bootstrap5

**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.

**CS61A Autocorrecting Typing Software Spring 2021**

*CS61A: UC Berkeley*

* Used abstraction, recursion and list comprehension to create a multiplayer online typing software(“Cats”) with an autocorrect feature that displays words typed per minute.

**Gitlet Spring 2022**

*CS61B: Data Structures - UC Berkeley*

* Designed and coded a version controlled system that mimics the basic features of Git.

**Ataxx Spring 2022**

*CS61B: Data Structures - UC Berkeley*

* Recreated the game Ataxx from design to product
* Implemented an AI using beta-alpha pruning and a minimax algorithm that beats a player within a set number of moves

**LEADERSHIP AND EXTRACURRICULAR ACTIVITIES**

**Berkeley** [**ANova**](https://www.berkeleyanova.org/)       **January 2022 - Present**

*CS Educator, Curriculum Committee Member, Site Leader*

* Providing educational support to under-resourced schools across the Bay Area
* Creating and remodeling the curriculum to personalize it more towards the students
* Facilitated meetings with other ANova mentors to prepare to teach at the school
* Taught and lead each weeks curriculum given to the students
* Planned and helped run ANova Hacks, a 10-hour hackathon for high school students