Jose **Torres-Vargas**

SOFTWARE ENGINEER

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Education

University of California, Davis

B.S. IN COMPUTER SCIENCE AND ENGINEERING   *Sep. 2014 - Jun. 2020*

Skills

JavaScript · React · HTML5 · CSS3 · Node.js · Express.js · SQL · Git
C/C++ · Qt · QML · Java · Python · SWIFT · XCode · Google API's

Experience

University of California, Davis   *Davis, California*

TUTOR   *Jan. 2020 - Mar. 2020*

- Tutored introductory CS class geared towards non-technical students.
- Facilitated lab session discussions.
- Managed student's progress during lab sessions.
- Assisted students with lab assignments and homework programming assignments.
- Homework was done in the Processing programming language.

Projects

Lango!

Repository

- Web Application that allows users to create flashcards to learn vocabulary in new languages.
- Using Google Translate API to get the translations of user inputed words or phrases.
- Frontend of the application was built using the React JS library; while the backend was developed using Node.js with Express. Backend communicates with non-SQL MongoDB.
- Application features user authentication via Google's OAuth 2.0 using Passport middleware.

Anime Reminder Application

Repository

- IOS Application that shows airing Anime for the current season (e.g., Summer, Winter, etc.) with relevant information pertaining to the sepcific show.
- Data is obtained using a GraphQL API, async requests are made on the IOS device and all persistent data is stored on the device using SQL via the GRDB package.
- All views in application are created programatically, but also have experience using StoryBoard UI Builder.
- The user can create an alarm, local push notification, to alert them whenever a specific show is airing.

NTM

Repository

- IOS application project for senior design course. Client was an Apple engineer that wanted us to develop a multiplayer game that uses AR technology.
- Game we created allows user to place virtual base down via the phone and defend from attacking A.I. "zombies" using the phones camera to aim.
- I implemented the second collision system which was a significant improvement over the first which failed to detect a virtual object most of the time.
- Implemented most of the multiplayer server which allowed multiple clients to communicate and synchronize game state.

YoutubeSpotify Playlist Synchronizer

Repository

- Python GUI application built from scratch.
- Allows user to synchronize given number of youtube playlists to spotify playlists.
- Using local SQL database to keep track of songs that have already been added.