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# Joshua Plateros

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## EDUCATION

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**University of Nevada, Reno**  
B.S. Computer Science and Engineering

**Expected: December 2021**

## SKILLS

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**Languages:** C++/C, Python, JavaScript, HTML/CSS

**Tools:** React, Jupyter Notebook, Node.js

## RELEVANT COURSEWORK

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### **Software Engineering I** **Fall 2020**

- Learned about general methods of developing software (waterfall, agile)
- Prepared prototype and designs of senior software project in a team of other Computer Science students.

### **Data Structures** **Spring 2019**

- Learned about different types of data structures and when to use them to the programmer's advantage.

### **Analysis of Algorithms** **Fall 2019**

- Learned about algorithmic time and space complexity.
- Understood more about memoization, dynamic programming, and other programming techniques.

## PROJECTS

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### **Twitch Chat Bot - JavaScript**

<https://github.com/joshplateros/Twitch-Bot>

A Twitch chat bot that handles basic chat commands, such as !social to present my social media information

- Acquired knowledge of using the Twitch IRC (Internet Relay Chat) to handle commands in real-time during my live-stream
- Acquired basic knowledge of JavaScript

### **Personal Website (v1.0) - JavaScript, CSS/HTML, React**

<https://github.com/joshplateros/joshplateros.github.io>

- Acquired knowledge on incorporating CSS and HTML and tying it with JavaScript and React.

### **Machine Learning / Data Mining Projects - Python, Jupyter Notebook**

<https://github.com/joshplateros/Machine-Learning> (PRIVATE)

- Developed machine learning classifiers from scratch
- Acquired large samples of data, trained a classifier based on that data, and tweaked the hyperparameters to improve the accuracy of those classifiers.