

Joshua Kindarara

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Education

Santa Clara University

Santa Clara, CA, USA

Bachelor of Science in Computer Science and Engineering, Minor in Mathematics

Expected June 2025

- **School Involvements:** SCU ACM, SCU Imaginarium, National Society of Black Engineers (NSBE), Pep Band
- **Relevant Coursework:** Abstract Data Types & Data Structures, Object-Oriented Programming & Advanced Data Structures, Programming Languages, Linear Algebra, Discrete Mathematics, Logic Design, Embedded Systems, Electric Circuits, Probability & Statistics
- **Planned Classes:** Computer Networks, Operating Systems, Algorithms, Software Engineering, Compilers

Victory Christian High School

Carmichael, CA, USA

Salutatorian

May 2021

- **School Involvements:** Honor Society, Student Government, Yearbook, Pep Band, Varsity Soccer
- **GPA:** 4.12

Experience

Mathematics Tutor

June 2021 – August 2021

Self-employed

Remote

- Tutored a geometry student privately

Mathematics Tutor

August 2019 – May 2021

Victory Christian High School

Carmichael, CA, USA

- Tutored students in middle school and high school math classes (algebra, geometry, calculus)

Projects

Canvas Module PDF Downloader ([GitHub](#)) | *JavaScript, HTML, Git, GitHub*

- Developed a browser extension for the Canvas, a popular learning management system used by colleges, allowing users to download PDFs from their class modules with ease
- Implemented the feature to download individual PDFs or a combined file, providing users with flexibility in their downloading options

CSV Manager ([GitHub](#)) | *JavaScript, HTML, Node.js, Git, GitHub*

- Developed a JavaScript module that enables programmers to effectively manage CSV files by providing methods for reading from and writing to CSV files
- Created a comprehensive documentation of the code to ensure ease of use for other developers

Climate Activism Video Game ([GitHub](#)) | *Unity, C#, Git, GitHub*

- Collaborated with a team of game developers to create a 2D side-scrolling game that teaches players about ocean pollution solutions through gameplay mechanics and messaging
- Designed and implemented various game mechanics and gameplay levels
- Utilized GitHub for version control

Yearbook – Anchor: Endless Possibilities | *Adobe Photoshop*

- Oversaw the team as editor-in-chief
- Led and motivated the team to complete the yearbook during the COVID lockdown
- Operated as the main photographer
- Won first place in the American Scholastic Press Association 2020 yearbook competition

Licenses / Certifications

Certificate of C++

StudySection

- Advanced | [Certificate](#)
- Expert | [Certificate](#)

Skills

Technical Languages: C, C++, C#, JavaScript, Python, HTML, CSS, MATLAB, Assembly

Technologies: Git, GitHub, Unity, Node.js, Vim

Other Software: Microsoft Office, Adobe Photoshop, Adobe Premiere Pro