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Statement of Purpose

Everyday our world continues to depend more and more on technology which only raises the demand for those individuals that are motivated, driven, and ambitious enough to adapt and overcome this world's evolving difficulties. This is one of the reasons why I changed my path from Music to Computer Science. I switched my field of study not only because I've always been interested in the sciences but also because I wanted to better prepare myself for my future. In order to prepare for my future, I've began working on small projects to accustom myself to concepts, languages, algorithms, and models that will make me a more well-rounded individual when I begin to apply for career jobs. Another way I've begun preparing is by applying to internships. In my eyes, an internship will not only allow me to hone my skills and grow as an individual but also allow me to meet like-minded individuals and open more doors/opportunities for myself for the future.

My earliest project was an Object-Oriented program of Blackjack written in C++. The user is able to play a game with the dealer and can bet money and either win or lose. It utilizes concepts such as objects/classes, data abstraction, inheritance, and polymorphism. Being one of the biggest projects I've worked on it also took me the longest time to complete as well. I started with a few versions where the basic functionality of the game was developed, organized, and polished. After more time, I slowly began to add more complex concepts such as polymorphisms and abstractions. It was submitted as my final which I received an A for. It was one of the more difficult projects I've worked on but it was an exciting project to work on nonetheless.

The next projects I worked on revolved around working with some kind of API. The first program was a simple weather app. Simply type in a city and the temperature, wind, humidity, sunrise/sunset, and other information is displayed. This was the first project that allowed me to work with a graphical user interface. So not only was I working with an API for the first time but it was also my first time working with some sort of interface that the user can interact with. After this project, I worked on a program that displays the start times and current scores of any NBA game that is being played live. The program also displays the rankings of each NBA team based off that team's average points-per-game. This project dealt with lambda functions and taught me how to organize and filter lists of data. Many of the concepts utilized in both projects were challenging to face because it is up to me to figure out a solution rather than rely on a classmate's help or my professor's guidance.

Other projects I've worked on include a sudoku game that utilizes a recursive backtracking algorithm that solves the game automatically. Another program I've worked on is a program that calculates the user's words typed per minute. This program is run within the computer's Terminal and tricky to code because it must be run within the Terminal rather than in the comfort of an IDE. Both of these projects taught me the importance of relying on the code that I write instead of relying on the output to solve the issue. In the case of the sudoku game, if there was a problem with the algorithm the program would return an incorrect game and it was up to me to go back to the code and find the issue. With the typing program, sometimes the Terminal would just show a black screen and not doing anything no matter what I typed.

In the end, I've become very invested in paving my own path and wish to continue to do so until I've graduated with a Bachelors degree and landed a career job. I know it is not easy but it is something I am invested in and plan on doing everything in my power to reach my goals.