

Jesus Torres

EDUCATION

Aurora University

B.S. in Computer Science

Aurora, Illinois

Expected Graduation, May 2024

- **Concentrations:** Software Development and Design
- **GPA:** 3.5/4.00, *Dean's List*
- **Related Coursework:** Data Structures & Algorithms, Object Oriented Software Design & Development, Software Engineering, Computer Systems & Architecture, Database Design & Implementation, Systems Design & Analysis, Web Application Development, UNIX/LINUX Administration

EXPERIENCE

Menards

Cashier

Batavia, Illinois

Feb 2021 – May 2023

- Processed an average of 25 transactions per hour with a 98% accuracy rate
- Achieved a 10% increase in sales through upselling techniques and product recommendations, contributing to the overall profitability of the store

PROJECTS

Project Voxel

Team Member

Aurora, Illinois

Feb 2024 – May 2024

- Led the design and implementation of a 2D sandbox game in Unity, inspired by popular titles such as Minecraft and Terraria
- Utilized C# and the Unity game engine to develop intricate game mechanics, including terrain generation using Perlin Noise algorithms, dynamic player movement, and interactive tile-based systems
- Integrated animations, player controls, and an inventory system, laying the foundation for future features such as block manipulation, crafting mechanics, and expanded gameplay elements
- [View my project here](#)

Instagram Clone

Solo Development

Aurora, Illinois

Dec 2023 – Feb 2024

- Developed a feature-rich Instagram clone from scratch using React, Firebase, and Chakra UI
- Implemented key functionalities such as user authentication, profile customization, post creation, and real-time interactions, enhancing user engagement and experience
- Leveraged React for front-end development and Firebase for back-end services, demonstrating proficiency in modern web development technologies and best practices
- [View my project here](#)

AI Trading Bot

Solo Development

Aurora, Illinois

Sep 2023 – Oct 2023

- Conceptualized, designed, and developed an autonomous AI-driven trading bot in Python capable of analyzing financial news sentiment to inform trading decisions in real-time
- Engineered seamless integration with the Alpaca trading platform, utilizing the Alpaca API for data retrieval and trade execution, ensuring consistent connectivity and reliability in live trading environments
- Implemented machine learning-based sentiment analysis techniques within a custom trading strategy, enabling the bot to dynamically adjust its trading behavior based on sentiment signals extracted from financial news articles
- Achieved a total return of 234.46% and an annual return of 36.24%
- [View my project here](#)

Blackjack Plus

Aurora, Illinois

Solo Development

Jun 2023 – July 2023

- Designed and implemented a responsive user interface for a Blackjack game using HTML and CSS, ensuring optimal display and functionality across various devices and screen sizes
- Demonstrated proficiency in CSS by creating a flexible layout with customizable styles for elements such as buttons, tables, and animations. Utilized media queries to adapt the interface seamlessly to different viewport dimensions, optimizing user experience on both desktop and mobile devices
- Integrated JavaScript to add dynamic functionality to the Blackjack game, enabling features such as card animations, user input validation, and game logic implementation for actions like hitting and standing. Implemented event handling to ensure smooth interaction between the user interface and game engine, enhancing the overall gaming experience
- [View my project here](#)

ACTIVITIES

Chess Club

Aurora, Illinois

Member

Jan 2024 – Current

- Actively participated in the Chess Club at Aurora University, fostering an environment for students to learn and play chess
- Contributed to educating fellow students on chess strategies and techniques, which resulted in fostering skill development and growth within the club, now boasting over 50 members

Aurora University Computer Science Association

Aurora, Illinois

Member

Aug 2022 – Current

- Participated in 12 meetings of the Computer Science Club, fostering technological interests, and exploring diverse perspectives within Computer Science and Cybersecurity
- Engaged with peers to prepare for life after graduation by connecting with different networks and accessing supportive resources within the club

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, SQL, C++, C#, Unix/Linux Shell Scripting

Tools and Libraries: Node.js, React.js, Chakra UI, Unity, VS Code, WebStorm, PyCharm, Eclipse, Git, Bootstrap, Agile, Firebase