

Jesus Torres

EDUCATION

Aurora University

B.S. in Computer Science

Aurora, Illinois

Expected Graduation, May 2024

- **Concentrations:** Software Development and Design
- **GPA:** 3.4/4.00, *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

Target

Cashier

North Aurora, Illinois

April 2023 – Jan 2024

- 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

Menards

Customer Service Associate

Batavia, Illinois

Feb 2021 – May 2023

- Managed the processing of returns and exchanges, averaging 100 items per hour with a success rate of 95%, resulting in a favorable in-store environment
- Competently communicated return policies and procedures, resulting in a 90% positive feedback rate and strengthened customer trust and loyalty

PROJECTS

AI Trading Bot

Solo Development

Aurora, Illinois

Apr 2024 – May 2024

- 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%

PixelPlay

Team Member

Aurora, Illinois

Jan 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

NoteNest

Solo Development

Aurora, Illinois

Dec 2023 – Jan 2024

- Developed a Flask web application for note-taking, integrating user authentication, database management, and dynamic interactions
- Implemented secure user authentication and session management with Flask-Login while leveraging SQLAlchemy for efficient database management and designing data models for user note storage

Blackjack Plus

Aurora, Illinois

Solo Development

Nov 2023 – Dec 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

SKILLS

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

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