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## SUMMARY

Computer science student, software developer, and pragmatic programmer. Third-year undergraduate seeking software development internship for Summer 2020. Please feel free to view my Portfolio/Website and GitHub to see some of my work and contact me if you have any questions!

**Portfolio:** [juanbecerra0.github.io/](https://juanbecerra0.github.io/)

**GitHub:** [github.com/juanbecerra0](https://github.com/juanbecerra0)

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## COMPUTER SKILLS

- **Languages:** Java, C++, C#, C, Python, JavaScript, GLSL, HLSL, HTML/CSS
- **Course Topics:** Data Structure, Algorithms, Computer Graphics, Artificial Intelligence, Game Development, Object-Oriented Design Patterns, Linear Algebra, Engineering Statistics
- **Software/APIs:** Visual Studio, Unreal Engine, Unity, Blender, DirectX 11, OpenGL, WebGL, Git

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## EDUCATION

### Computer Science B.S. (In progress, third year)

August 2017-May 2021

*Boise State University*

- Currently maintaining a 3.5 cumulative GPA
- Course elective emphasize software engineering for 3D graphical applications
- Primarily interested in topics related to 3D graphics programming, computer imaging, game engine design, and GPU accelerated computing

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## EXPERIENCE

### Technical Records / Software Development

August 2018-Present

*Boise State University – Department of Extended Studies*

- Developed organization and automation software for Department of Extended Studies
- Maintain student enrollment records and transfer between University and 3rd-party organizations

### Computer Science Tutor / Learning Assistant

September 2019-Present

*Boise State University – Department of Computer Science*

- Assist students in CS 221 projects in the City Center Plaza Tutoring Center
- Assist students with topics related to data structures, software testing, and object-oriented design patterns

### Computer Science Undergraduate Research Assistant

January 2020-Present

*Boise State University – Department of Computer Science*

- Assist in computer graphics and visualization research led by Dr. Steven Cutchin
- Projects include a procedural terrain generation engine, "HoloShots" photorealistic panoramic image rendering, and the development of VR applications built in Unity

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## ACTIVITIES/OTHER

- Visual Section Leader in Boise State Blue Thunder Marching Band
- Jurisdiction Committee in Kappa Kappa Psi, an Honorary Music Fraternity
- Member of the Boise State Computer Science Club
- Member of the Boise State AI Club