

Juan Becerra

- Software Developer -

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Computer science student, software developer, and pragmatic programmer. Fourth-year undergraduate seeking software development junior or internship opportunities. Please feel free to view my portfolio-website or public GitHub repository to see some of my work below, and feel free to contact me if you have any questions!

- LINKS -

Portfolio

juanbecerra0.github.io

Public GitHub

github.com/juanbecerra0

LinkedIn

linkedin.com/in/juan-becerra-208a4217a

- SKILLS AND TECHNICAL TOOLS -

Java / C/C++ / C# / Python / JavaScript / MySQL/SQL Server / HTML/CSS

Visual Studio / VS Code / Eclipse / Unity / Unreal Engine / Android Studio

Git/GitHub / .Net / OpenGL/WebGL / DirectX 11 / Vulkan / Google Apps Script / AWS

- WORK EXPERIENCE -

Software Development Intern

Clearwater Analytics : March 2020 – May 2020

- Developed web-based investment portfolio accounting, reporting, and reconciliation services for institutional investors at thousands of organizations
- Designed and implemented solutions for obtuse problems alongside a team of interns and mentors
- Mainly worked in Java, but often developed front-end components in JavaScript and relational databases in MySQL
- Internship was unfortunately cut short and postponed to the fall due to the pandemic

Undergraduate Research Assistant

Boise State University Department of Computer Science : January 2020 – Present

- Developed distributed content production pipeline intended for Boise State University's "World Museum" project
- Researched and implemented computer imaging processing and compression techniques to develop web-based digital asset management software
- Designed and implemented database schemas for asset tagging system

Computer Science Tutor / Learning Assistant

Boise State University Department of Computer Science : September 2019 – Present

- Instructed courses on object-oriented design principals, test-driven development, and elementary data structures
- Frequently aided students in debugging and reviewing Java programming projects
- Refactored auto-grading program for the new online summer curriculum

Technical Records / Software Developer

Boise State University Department of Extended Studies : August 2018 – March 2020

- Compiled lists of enrolled eCampus students and updated students on course schedules, assignment feedback, and grade postings
- Later developed HR organization software for enrolled student and prospective adjust instructor information
- Developed a desktop application for sorting and querying instructor profiles using Java and SQL Server

- EDUCATION -

School

Computer Science B.S. (In-progress)

Boise State University : August 2017 – May 2021

- Maintaining 3.6 major GPA and set to graduate in Spring '21
- Primarily focused on software engineering, particularly in topics related to computer graphics, computer imaging, desktop/mobile application development, and human-computer interaction

Course Focuses and Topics

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|---------------------------------------|---------------------------------------|
| → Data Structures | → 2D/3D Game Development |
| → Algorithms | → Mobile Development (Personal) |
| → Version Control / Agile Development | → Web Development (Personal) |
| → Computer Graphics (Graduate) | → Game Engine Architecture (Personal) |
| → Artificial Intelligence (Graduate) | → Linear Algebra |
| → Parallel Computing (Graduate) | → Engineering Statistics |

Certifications and Extra Courses

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|--|--|
| → Unreal Engine C++ Game Development (Udemy) | → “The Chernobyl” Game Engine Development Series (YouTube) |
| → Advanced C# Scripting in Unity (Udemy) | → “The Chernobyl” OpenGL Rendering Series (YouTube) |
| → Advanced C++ Programming (Udemy) | → Vulkan API with C++ (Udemy) |
| → Shader Development for Unity with Cg (Udemy) | |

- LEADERSHIP AND EXTRACURRICULAR -

- Member of the Boise State Computer Science Club (2019)
- Member of the Boise State AI Club (2019)
- Contender in Boise Hackfort Hackathon (2020)
- Contributor to open-source game mod projects (2019)
- Visual Section Leader in Boise State Blue Thunder Marching Band (2019 - 2021)
- Principal bassist in Boise State Jazz Orchestra (2020 - 2021)