Austin Tarrach

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EDUCATION

Bachelor of Science in Computer Science **Expected: May 2025**
Washington State University, Pullman, WA
3.2 GPA
Relevant Coursework: Object Oriented Principles, Advanced Data Structures, Algorithm Design and Evaluation, Project Design and Development (C/C++), Web Applications (HTML/CSS), Computer Architecture, Discrete Structures, Automata Theory and Compilers, Data Mining

SKILLS

Languages: C, C++, C#, Java, JavaScript, Python, EJS, HTML/CSS, R
Database Tools: MongoDB (Atlas), MySQL, NoSQL
Web development: Node.JS, Express.JS, Flask
Tools and Frameworks: Git, Visual Studio Code, NPM, Ubuntu
Cloud Services: Render, AWS

PROJECTS

Stock Market Bar; Open Source Project **September 2024 - Current**

- Conceived and pitched the idea for a stock market-inspired bar application, recruiting and leading a team of 8 developers through public presentation in the Software Development Club.
- Applied object-oriented programming (OOP) principles by designing a modular system with a Drink class, managed through a DrinkController class, and encapsulated within an AdminController class for efficient organization and scalability
- Implemented a stock-market-inspired bar project in C#, developing a complex algorithm to dynamically adjust drink prices based on popularity
- Designed an intuitive admin panel using WinForms, allowing real-time updates to drink attributes such as name, price, and popularity

Portfolio; Website **December 2024 - January 2025**

- Built a dynamic personal portfolio website from scratch with seamless database integration using JavaScript and MongoDB for efficient content management
- Designed an intuitive, responsive UI with EJS and CSS, focusing on user-friendly navigation and visual appeal
- Built interactive front-end features using JavaScript, enhancing site functionality and user engagement

Chess Game; Personal Project **May 2024 – June 2024**

- Created a chess game in Python from scratch using object-oriented programming, resulting in a modular and scalable codebase
- Utilized test-driven development (TDD) to ensure reliable game mechanics, with many test cases validating functionality
- Engineered efficient algorithms for complex game logic, enabling real-time checkmate and stalemate detection
- Implemented a modular chess game using object-oriented principles, enabling easy scalability and future feature expansion

RESPONSIBILITIES

Software Development Club; Treasurer **September 2024 - Current**

- Co-founded the Software Development Club, fostering collaboration through team-based projects that simulate real-world software development environments.
- Serving as first Treasurer in club history, creating and managing club finances and securing funding for operations and member resources.

Washington State University Voiland College; Teaching Assistant **January 2025 – Current**

- Facilitated interactive lab sessions for undergraduate students, providing hands-on support and guidance to enhance understanding of course material and improve technical skills.