Leonardo Salazar

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EDUCATION

Valencia College Orlando, FL
Associate's in Liberal Arts (A.A.) *December 2022*
GPA: 3.4

University of Central Florida Orlando, FL
Bachelor of Science in Computer Science (BS), Minor in Mathematics *Expected December 2025*
GPA: 3.9
Relevant Coursework:
Data Structures, Algorithms, Object Oriented Programming, Operating Systems, Computer Architecture, Mobile Device Software Development, Discrete Math, Matrix and Linear Algebra

EXPERIENCE

Teaching Assistant August 2024 - Current
Intro to C *Orlando, FL*
Work closely with the instructor to align on course objectives and teaching strategies.
Hold regular office hours to help students with course material and additional assistance.
Grade assignments, labs, projects, and provide constructive feedback to students.

Summer Camp Instructor June 2024 - July 2024
Advanced Pygame Section *Orlando, FL*
Designed and delivered an advanced Pygame curriculum focused on OOP concepts.
Created interactive lessons with hands-on projects to build platformer games.
Provided support and guidance, helping students debug and optimize code.

PROJECTS

Study Room Booking Automation | *Python* March 2024
Developed a Python script to automate the booking of study rooms at the UCF library, increasing efficiency.
Implemented web scraping to navigate the library's booking system and reserve rooms at specified times.
Integrated email notifications to confirm successful bookings and alert for any issues.

Tutoring Website for InsightU | *React, Node.js, Express, MongoDB* May 2024 - Current
Developing a tutoring website for InsightU using React for the front-end and Node.js with Express for the back-end.
Creating an interactive platform to facilitate online tutoring sessions and resource sharing.
Implementing a MongoDB database to manage user data and session records.

Bullet Hell Game | *Python, Pygame* June 2024 - Current
Developed an engaging Bullet Hell game in Pygame, featuring dynamic enemy patterns and challenging gameplay.
Implemented object-oriented programming principles to manage game entities and interactions efficiently.
Designed intuitive controls and visually appealing graphics to enhance the player experience.

COMMUNITY INVOLVEMENT

Volunteer Instructor January 2024 – April 2024
Junior Knights Program, UCF *Orlando, FL*
Teach high school students Python programming fundamentals and advanced concepts.
Develop and deliver interactive lessons and coding exercises.
Mentor students on software development best practices.

TECHNICAL SKILLS

Languages: Python, C/C++, C#, Java, Kotlin, JavaScript, TypeScript, HTML, CSS, PHP, SQL
Databases: MySQL, MongoDB, MariaDB
Frameworks: React, Node.js, Express
Tools: VS Code, Git, Bash, PowerShell, Android Studio, Docker, LaTeX
Libraries: Pygame, NumPy, Pandas, Matplotlib, Selenium, BeautifulSoup