

Leonardo Salazar

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EDUCATION

Valencia College

Associate's in Liberal Arts (A.A.)

GPA: 3.4

Orlando, FL

December 2022

University of Central Florida

Bachelor of Science in Computer Science (BS), Minor in Mathematics

GPA: 3.9

Orlando, FL

Expected December 2025

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

Intro to C

August 2024 - Current

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

Advanced Pygame Section

June 2024 - July 2024

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

Junior Knights Program, UCF

January 2024 – April 2024

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