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EDUCATION

University of California, Irvine June 2018
Major: Computer Science, Minor: Spanish GPA: 3.55

LANGUAGES &TECHNOLOGIES

- Coding: C/C++, Python, HTML, CSS, Ruby, Java, JavaScript, jQuery, Bash shell scripting, and SQL
- Technologies/Environments: Windows, Linux, MySQL, Cloud9, Eclipse, Git, Android Studio, Heroku

PROJECTS

FabFlix **April 2018 – June 2018**

- Built a web-based application simulating an online movie store using database management system (DBMS) techniques in Java (using JDBC), JavaScript, jQuery, HTML, and CSS (using Bootstrap).
- Implemented every aspect and functionality of the application, including logging in, searching for movies, listing out search results, pagination, adding movies to a “shopping cart” and checking out.
- Performed load balancing using master/slave MySQL instances. Deployed the load balancer on a Google Cloud instance, and the master/slave on two Amazon EC2 instances.
- Developed an Android app capable of connecting to the website, making queries, and displaying movie information.
- Project url: http://35.227.78.26/FabFlix/

Devmatch **July 2017 – August 2017**

- Created mock e-commerce web application deployed on Heroku that connects software developers and entrepreneurs, offering users basic and premium membership subscriptions for their accounts.
- Built using front-end and back-end techniques using Ruby on Rails, HTML, CSS (using Bootstrap), and JavaScript.
- Project url: https://ancient-crag-91578.herokuapp.com/

Personal Website **June 2018**

- Designed my personal website from scratch using HTML, CSS, and PHP.
- Implemented a contact page with e-mail functionalities using the Mailgun API
- Registered my own domain name and deployed the website on Heroku

Virtual Memory System **November 2017**

- Simulated a virtual memory in Java with segmentation and paging
- Accepted virtual addresses and translated them into physical addresses
- Coded a translation look-aside buffer to make the translation process more efficient

Othello **March 2015**

- Programmed the game Othello along with a graphical user interface using the Tkinter library in Python.
- Gave users the option to choose the dimensions of the board, with a minimum of a 4 by 4 board and a maximum of 16 by 16.
- Determined automatically when the game is won or drawn, and outputs an appropriate message.

WORK EXPERIENCE

Dining Services Attendant

Pippin Commons, University of California, Irvine April 2016 – June 2017

- Oversaw the different stations I was assigned to
- Cooperated with other workers in an efficient manner
- Guided new workers and gave them a rundown of their duties

AWARDS & HONORS

Dean’s Honor List, 6 quarters