MANUEL MEJIA

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Education

University of California, Irvine September 2018 - Present
Major: B.S. in Computer Science Expected Graduation: June 2021

Selected Coursework: Python Programming with Libraries, Intermediate Programming with Python, Programming in C++ as a second language, Data Structure Implementation and Analysis, Computer Organization, Information Retrieval, Software Tools and Systems Programming in Unix and C (current)
Awards: College Board National Hispanic Scholar, College Board AP Scholar

Skills

- Python, C++, HTML, CSS, JavaScript
- Linux/Linux Command Line, Windows, Git
- Unit Testing, Bash Scripting
- English and Spanish Fluency

Experience

Software Intern at Mailshell, Santa Clara, CA June 2017 - August 2017
- Created Python unit tests for company code using company-built testing library
- Built web scraper in Python using BeautifulSoup to extract data from Google searches
- Published Android game to Google Play Store with other interns, using Kivy

Volunteer English Teacher for Global Glimpse, Nicaragua July 2017 - August 2017
- Taught basic English to Spanish-speaking children
- Created tests and curriculum for classroom in collaboration with volunteer team

Projects

Search Engine: Implemented an inverted index in Python to build a search engine for 55,000+ documents in a memory constrained environment. Responses were generated in under 300 ms.

Stock Recommendation Engine: Built engine to predict buy/sell times by analyzing stock market data retrieved via IEX Python API and evaluation against user specified threshold criteria.

Spell Checker: Implemented hash table, binary tree, and skip list data structures in C++ to store dictionaries of words. Also implemented word transformation techniques to generate suggestions for misspelled words.

Account Database: With C++, implemented a hash table to store username-password pairs in database with CRUD functionality. Added self-balancing to the hash table to maintain efficient response times.

Othello Game: Implemented recursive, depth-first search algorithm to act as an AI for an Othello game written in C++.

Phaser Game: Created 2D shooter game using Javascript and Phaser Engine physics library.

Connect Four Game: Implemented Connect Four game in Python with single-player and online modes.