

Mark Kalaiji

kalaijimar@gmail.com ❖ (909) 667-9497 ❖ github.com/markkalaiji

EDUCATION

California State University, Los Angeles

September 2015 – May 2021

B.S. Computer Science

- Coursework: Object Oriented Programming, Relational Databases, Data Structures and Algorithms, Web Development and App Development (iOS).

TECHNICAL EXPERIENCE

Projects

- Tic-Tac-Toe – MVC Java – Spring 2019: Implemented an MVC approach to Tic-Tac-Toe using Java Servlets, JSP, JSTL, & EL.
- QuizNLearn – Quiz iOS Application – Fall 2018: An iOS application programmed in Swift and Objective-C which quizzes you on 13 questions.
- Match Game – JavaFX GUI – Spring 2018: Implemented Object Oriented techniques to develop a Match game written in Java.

ADDITIONAL EXPERIENCE

Association for Computing Machinery – California State University, Los Angeles

- ACM Member – August 2015 – May 2021: Assist with teaching coding workshops, planning events, and meetings.
- ACM PiCar – Spring 2018: Outfit a R/C car with Raspberry Pi 3, portable battery, controller, and source code written in Python.
- ACM Magic Mirror – Fall 2017: Install a personal assistant mirror with a Raspberry Pi 3 and supported open source software. A hands-on demonstration for students and members of how software and hardware are collaborated.
- ACM PiCade – Spring 2016: Outfit a team-built arcade cabinet with a Raspberry Pi 3, two arcade sticks, monitor, and speakers. RetroPi was the platform used for student to develop, create, and upload games.

LANGUAGES & SOFTWARE

- **Languages:** Java, Swift, MySQL, HTML/CSS, git.
- **Software:** MacOS, Windows, IntelliJ, Xcode, VS Code, Terminal/CMD, Microsoft Office, Video Editing.