

Mario A. Reyes

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EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

SANTA CRUZ, CA

EXPECTED JUNE 2022

B.S. in Computer Science

GPA: 3.31

PROJECTS

PATHWAYS WEBSITE | FLASK + REACT (2020)

- Collaborated in a team of three to develop a platform where students can discover scholarships and internships geared towards innovative and diverse undergraduates
- Utilized the MVC design pattern and OOP principles to allow for reusable and extendable code
- Implemented REST API with Flask and SQLite to manage database of posts and users using schemas

HOLLYWOOD SOCIAL NETWORK | C++ (2020)

- Employed IMDb movie data and graph implementation to track "degrees of separation" between actors
- Constructed a modified Breadth First Search algorithm in C++ that finds overlapping social networks

SHAKESPEARE WORD ANALYZER | C++/QT GUI (2020)

- Used Qt toolkit to create a C++ desktop application that analyzes words used by William Shakespeare
- Application runs in Windows 10 and Mac OS to support portability
- Designed data structure that reads and organizes text, lowering the execution time by 80 percent

EXPERIENCE

JUNI LEARNING | COMPUTER SCIENCE INSTRUCTOR

Aug 2020 – Present | Remote

- Lead weekly classes using Python and C++ for multiple students ages 8-18
- Collaborate with students as they build projects using concepts developed over the 6 month curriculum
- Provided constructive ideas to improve coursework and increased enrollment by 30 percent in 2 months

UC SANTA CRUZ | VOLUNTEER TUTOR

Jan 2020 – April 2020 | Santa Cruz, CA

- Helped peers understand computer science fundamentals such as linked lists, stacks, heaps, and trees
- Organized weekly study sessions and brought together eight students who all passed with high averages

UC SANTA CRUZ | DINING SERVICE WORKER

Sept 2018 – June 2019 | Santa Cruz, CA

- Recognized as lead employee with obligations regarding opening/closing and mentoring new workers
- Helped coworkers during surge hours to promote collaboration
- Conducted inventory tracking and restocked supplies

SKILLS

LANGUAGES:

Python, Java, C, C++, JavaScript, HTML, CSS, WebGL

SOFTWARE AND FRAMEWORKS:

Qt, AWS, Flask, Django, React, VS Code, Eclipse IDE, Vim, Git, Agile