Mario A. Reyes

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EDUCATION

UC SANTA CRUZ | BS in Computer Science   Santa Cruz, CA   Expected June 2022
GPA: 3.31

PROJECTS

PATHWAYS WEBSITE | Flask + React (2020)
- Worked with a team of three to develop an all-in one platform where students can discover scholarships, internships and full-time roles geared towards innovative Black and Latinx undergraduates
- 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 adjacency list to detect if two actors have overlapping social networks
- Created a graph data structure that tracks the "degrees of separation" between two actors

SHAKESPEARE TEXT ANALYZER | C++/Qt Application (2020)
- Used Qt toolkit to create a C++ desktop application that analyzes words used by William Shakespeare
- Designed data structure that reads and organizes text, lowering the execution time by 80 percent

ROW ECHELON FORM MATRIX SOLVER | Python (2019)
- Emulated basic row operations taught in Linear Algebra course and implemented them in the program
- Takes in a matrix of any dimension and finds its echelon form

EXPERIENCE

JUNI LEARNING | Computer Science Instructor
Aug 2020 – Present | Remote
- Led weekly classes teaching a Python course to multiple students
- Facilitated computer science topics and taught in an easily digestible manner
- Provided constructive ideas to improve coursework and increased enrollment by 30% in 2 months

UC SANTA CRUZ | Tutor
Jan 2020 – March 2020 | Santa Cruz, CA
- Voluntarily helped peers understand CS fundamentals such as linked lists, stacks, heaps, divide/conquer
- Organized weekly study sessions, brought together eight students who all passed with high averages

SKILLS

LANGUAGES:
Python, Java, C, C++, RISC-V, JavaScript, HTML, CSS

SOFTWARE AND FRAMEWORKS:
Qt, Qt Creator, Bootstrap, Flask, Django, React, VS Code, Eclipse IDE, Vim, Git