

# ENRIQUE DAVALOS

San Diego & Santa Cruz, CA | [edavalos@ucsc.edu](mailto:edavalos@ucsc.edu) | [edavalos.com](http://edavalos.com)

Creative and inspired 3<sup>rd</sup> year computer science university student, actively learning new technologies, and motivated to grow his skills in a professional setting.

## EDUCATION | University of California, Santa Cruz

BS Computer Science – *Class of 2022*

*Coursework:* Algorithms, Data Structures, Computer Systems, Web Applications, Functional Programming, Programming Abstractions, Database Systems, Discrete Mathematics, Linear Algebra, Probability Theory, Calculus I & II

## PROJECTS | Safer At Home

2<sup>nd</sup> place winner of Google's HackDSC 2020 hackathon.

Collaborated on a game written in Unity with the premise of avoiding catching COVID-19 while acquiring food and healthcare.

<https://github.com/NeroModu/safer-at-home>

### Blockchain API

Created a Java library that implements a block chain object. Allows for decentralized saving and loading of a single shared blockchain.

<https://github.com/mtxrii/Chain-API> • <https://blockchain.edavalos.com>

### Mingress

Produced a VueJS & Go full stack web app that stores and displays product listings and statistics. Uses Postgres for database.

<https://github.com/mtxrii/Mingress> • <https://mingress.edavalos.com>

### Icono

Built a logo generator that when given a string, creates a unique image.

<https://github.com/mtxrii/Icono> • <https://icono.edavalos.com>

### Stamp Lang

Invented a scripting language written in Java. Indent based like python, with standard loops as well as procedural line jumps.

<https://github.com/mtxrii/STAMP-Language>

## SKILLS | Languages

*Human:* English, Spanish

*Computer:* Java, Python, JavaScript / TypeScript, Go, Scala, C#, HTML, CSS / SASS, OCaml

### Tools / Frameworks

Vue, React, p5.js, Node.js, PostgreSQL, Firebase, Unity, Git, Unix, Pandas, PyTorch