

Nicolás Cuenca

Arcadia, California, 91006

[LinkedIn](#) | nicolascuenca@rocketmail.com | [Github](#)

Computer Science student interested in Software Engineering, Mathematics and an importance on Data Science

Education

Pasadena City College, Pasadena, California

Fall 2018-Present

Major: *Computer Science*, **GPA:** 3.92, **Major GPA:** 4.0

Expected Transfer Date: Spring 2022

Technical Skills

Languages: C++, JAVA, Python, HTML, CSS, Javascript

Platforms: Git, Windows 10

Other: CLion, Visual Studio Code, CodeBlocks, Adobe Premiere Pro, Adobe Photoshop, Adobe Animate, Adobe After Effects, FL Studio, Scratch Studio, SFML, Node JS

Related Courses

Fundamentals of Computer Science I (C++)

Fundamentals of Computer Science II (C++)

Data structures and Algorithms (C++)

Single Variable Calculus I (Derivatives) Single

Variable Calculus II (Integrals)

Multivariable Calculus

Experience

Computer Information Support June 2019 - August 2019 Arcadia Unified School District, Arcadia, CA

- Conducted diagnostic tests on computer systems to evaluate performance and identify concerns
- Repaired hardware and software issues in computers, printers, and other electrical devices

Computer Information Support January 2018 - August 2018 Arcadia Unified School District, Arcadia, CA

- Conducted diagnostic tests on computer systems to evaluate performance and identify concerns
- Repaired hardware and software issues in computers, printers, and other electrical devices
- Took part in development of School App for iOS devices and Android devices

Food Service Worker July 2017 - March 2018 M. Pernecky Management Corporation, Pasadena, CA

- Front end cashier/cash handling. Never recorded cash register shortage.
- Delivered prompt, friendly customer service.
- Assisted with maintaining cleanliness in line with company standards. Contributed to exceeding standards in all internal quality checks.

Parks and Recreation Aide June 2016 – September 2016 Arcadia County Park, Arcadia, CA

- Maintained city park and interacted with the public.
 - Helped in organizing and carrying out recreational events, youth sports
 - Responsible for government owned property and equipment.
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Projects

- Created a Poker Analysis program that simulates multiple Poker games and keeps track of scores
 - Created a game based off of UNO using C++ and a graphic library known as SMFL.
 - Created a Math Exam Generator and Grader that created Math exams with different arithmetic types and allowed user input to see if they were correct or not. Graded exam after user was finished.
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