Edgar Argueta

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OBJECTIVE: To obtain a cooperative education experience in Computer Science. Available from January 2021 - August 2021.

EDUCATION:

Rochester Institute of Technology Rochester, NY
Bachelor of Science in Computer Science Expected May 2023
GPA: 3.23

SKILLS:

Programming Languages: Python, Java, C, MIPS Assembly
Operating Systems: Unix/Linux, Windows 7/8/10, Mac OS
Development Software: IntelliJ, PyCharm, Vim, GitHub, Slack, Zoom, Microsoft Teams
Languages: Spanish (Read and Write)

PROJECTS:

Whack-a-Mole:
- 2 person group project
- Created the game "Whack-a-Mole" in Java
- Allowed multiple users to join through a multi-threaded server
- Used JavaFX to create a GUI that the user can interact with

Sudoku:
- Created the game Sudoku in Python
- Used PyGame to create a GUI
- Multiple difficulties
- Implemented backtracking algorithm to create/solve board

EXPERIENCE:

Rochester Institute of Technology Rochester, NY
Student Lab Instructor, Computer Science Dept. August 2019 - Present
- Teach students how to critically think and solve programming problems
- Gain a better fundamental understanding of programming techniques
- Use Slack to communicate with team members
- Grade assignments and give responsive feedback to students to encourage learning.