Edgar Argueta

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

3 **EDUCATION:**   **Rochester Institute of Technology**   Rochester, NY
4   Bachelor of Science in Computer Science   Expected May 2023
5   GPA: 3.23

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

11 **PROJECTS**:

12   **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

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

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20 **EXPERIENCE:**
21   **Rochester Institute of Technology**   Rochester, NY
22   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.