

Raul Daniel Higareda

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Personal Website: raulhigareda.com

Education

The University of Illinois at Urbana-Champaign

May 2025

Bachelor of Science in Computer Science and Statistics / Math Minor

Champaign County, Illinois

James Scholar Honors / Current GPA: 3.8

Relevant Coursework

Completed:

- Data Structures - Calculus III - Linear Algebra - Statistics & Probability I & II - Numerical Methods I - Intro Differential Equations

Spring 2023:

- Intro to Computer Systems - Intro to Algorithms & Models of Computation - Deep Learning for Computer Vision

Technical Skills

Languages: Spanish, Java, Python, HTML/CSS, JavaScript, R, Rust

Developer Tools: Android Studio, Visual Studio Code

Technologies: GitHub, Microsoft Office (Word, Excel, PowerPoint)

Work Experience

Course Assistant/Associate for Computer Science Principles I (CS124)

The University of Illinois at Urbana-Champaign

January 2022 – Current

- Contributed to lesson solutions/videos and helped students solve computer science problems by giving advice
- Started as a course assistant and currently am a course associate

Extracurriculars / Projects

Social Media Visualizer · 2022

- Used the betweenness centrality algorithm to determine the most influential person on the Facebook dataset
- Utilized Dijkstra's to find the number of connections between a random user to the most influential user
- Developed in C++ and the results are visualized in the terminal

Rust-Battleship · 2022

- Constructed a game of battleship in Rust that runs on the command line and plays against the computer
- Developed structure of the game, how the game initializes, and the way game visuals are outputted

Classification-of-Stellar-Objects · 2022

- Cleaned a dataset and used it to train a random forest classifier in Python
- Evaluated the accuracy of the model by creating a confusion matrix and evaluating the precision and recall metric

Artsi · 2022 - Ongoing

- Creating a website that acts as an entry point into the creation of drawings by providing lesson videos and drawing spaces that allows users to follow along
- Constructed the design layout of the website and drawing spaces using ReactJS, JavaScript, and CSS