

# Rodyll Jan Eata

Las Vegas, NV 89120

[Email](#) | [Website](#) | [Phone](#)

## EDUCATION

**University of Nevada, Las Vegas**

*Bachelor of Science, Computer Science*

Expected: May 2024

## TECHNICAL SKILLS

**Languages:** Proficient C/ C++

*Familiar:* Assembly (x86, MIPS), Python, HTML, CSS, Quorum Programming Language

**Operating Systems:** Linux, Windows, xv6

**Tools:** Visual Studio Code, GitHub, Quorum Studio

## RELEVANT COURSEWORK

Operating Systems (C, xv6)

- Discussed the goals of a good operating system and implemented goals into xv6, a text-based operating system
- Utilized Ubuntu on a virtual machine to write and compile programs in C

Data Structures (C++)

- Study the performance of algorithms to better understand their behavior in regard to big-O notations through algorithm analysis
- Develop programs with various abstract data type concepts such as list stacks and queues

Intro to Machine Learning (Python)

- Explored modern machine learning algorithms for regression, classification, clustering, and ensemble learning
- Apply algorithms to real-world datasets in an attempt to solve challenging problems in various domains.

## PROJECTS

[Quorum Language Machine Learning Library](#) - Software Design Course Project

September 2023 - December 2023

- Developed a machine learning library with a team of five to expand the libraries for Quorum Programming Language
- Designed a Naive Classifier algorithm to classify the probability of words belonging to a specific class
- Collaborated with members through weekly Discord meetings and GitHub
- Contributed research to Quorum Programming Language to expand accessibility for machine learning

[Terminal Based 2048](#) - Game Development Project

December 2023

- Developed a terminal-based version of the game 2048 utilizing C++ and GitHub
- Implemented the core game mechanics such as tile movement, tile merging, and score tracking
- Created a user-friendly text-based interface with the built in functions and limitations of terminal output

## WORK EXPERIENCE

**Arcade & Bowling Technician**, *Velocity Esports, Inc, Las Vegas, NV*

June 2023 - Present

- Install software, modify and repair hardware, and resolve technical issues using various diagnostic tools
- Works closely with 4 team members per shift to resolve problems with malfunctioning products
- Demonstrate professionalism and courtesy to meet or exceed all customer service requirements
- Provide base-level IT support to non-technical personnel within the business

## CERTIFICATIONS

**Certificate of Completion**

May 2018

Guam Community College/ Guam Department of Education Career & Technical Education Program, Okkodo High School

Electronics - IT - Computer Networking

## ACTIVITIES

**National Technical Honor Society**, *Member*

March 2018 - Present

- Helped fundraising with other members to increase chances of future society terms
- Assisted officers with organizing and running events by volunteering commitment to roles

**Banal Na Pag-aaral**, *Volunteer*

November 2022

- Participated in humanitarian events, including food drives for the homeless population of Las Vegas
- Assisted elderly homeowners with setting up decorations for religious holidays