

Ralph Parin

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Education

Bachelor of Arts | Fall 2020 - Present | University of California, Irvine

- Major: Computer Science
- Graduate: June 2023

Technical Skills

- Programming Languages: C++, Python, Java, Html, Css
- Operating Systems: Windows, Familiar with Linux and Mac
- Concepts: Data Structures, Object Oriented Programming, Recursion, User Interface
- Knowledgeable on: Adobe Photoshop, Illustrator, After Effects

Projects

Graphing Calculator

- Used SFML library to develop interactive GUI with real time graphing
- Capable of graphing complex math equations and functions
- Features: Save Data, Zoom, Drag, Graphs in Cartesian or Polar, Multiple Graphs, History

Sudoku

- Video game in python using tkinter library for GUI
- 3 levels of difficulty: Easy, Medium, Hard
- Designs made in Photoshop
- Features: Forward, Back and Help Buttons

Sliding Puzzle

- Used A* algorithm using link lists
- Computer aid system, user can let computer to solve puzzle
- Features: Solve $n \times n$ puzzle, Timer, Start Menu consisting of: New Game, Load Game, Save Data

MySQL

- Implemented MySQL library from scratch using C++
- Coded various data structures: Vectors, Stack, Queue, Link Lists, Maps, Binary Trees, Graphs
- Features: Load, Insert, Select, Save, Delete and Show Data like the mySQL Library

Activities

Graphic Designer | Computer Science Club | August 2019 – December 2019

- Made various designs for club posters and meetings
- Designs were made with flexibility to allow small modifications which allowed ease of reuse