Ralph Parin

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Education

University of California, Irvine | Fall 2020 - Present **|** Bachelor of Science   GPA: 3.576
· Major: Computer Science
· Expected Graduate: June 2023
· Relevant Coursework: Design and Analysis of Algorithms, Requirements Analysis and Engineering, Human Computer Interaction, Principles of Operating Systems

Pasadena City College | Fall 2017 - Spring 2020 **|** Natural Sciences AA   GPA: 3.852
· Transferred to UCI in Fall 2020
· Relevant Coursework: Fundamentals of Computer Science I, II, III (C++, Python, Data Structures)

Technical Skills

Programming Languages: C++, Python, Java, Html, CSS, Javascript, Typescript
   Libraries, Frameworks: SFML, Numpy, Matplotlib, Pandas, Tkinter, Scipy, Tailwind, Angular, Firebase

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
· 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* n puzzle, Timer, Start Menu consisting of: New Game, Load Game, Save Data

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