

Ralph Parin

r.parin070@gmail.com | <https://ralphparin.netlify.app>

Education

University of California, Irvine | Fall 2020 - Present | Bachelor of Science GPA: 3.389

- 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

Libraries: SFML, Numpy, Matplotlib, Pandas, Tkinter, Scipy, Tailwind, Angular

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