SANTIAGO MEDINA

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EDUCATION

University of Michigan   **Ann Arbor, MI**
Bachelor of Science in Computer Science Engineering   *April 2023*
GPA: 3.68/4.00
Coursework*:* Data Structures and Algorithms (C++), Computer Organization (C, ARM), Data-Oriented Programming (Python), Discrete Mathematics, Linear Algebra

SKILLS

Programming: C++, Python, JavaScript, React.js, HTML, Git, Bootstrap
Applications: Adobe Creative Suite, XCode, VS Code
Platforms: MacOS, Windows

PROJECTS

University of Michigan   **Ann Arbor, MI**
C++ Log Manager   *March 2021*
- Developed a log manager that reads in a list of log entries and takes in commands from the user to save, sort, move, and print log entries.
- Utilized data structures (hash tables, vectors, double-ended queues) and algorithms to optimize the program and minimize memory and runtime.

C++ Machine Learning Classifier   *November 2020*
- Developed a machine-learning classifier that predicts the category a forum post belongs to by analyzing the keywords in the post.
- Implemented a simplified version of a "Multi-Variate Bernoulli Naïve Bayes Classifier" for predicting the category of the forum posts.
- Used data structures (sets, maps, vectors) to store and manipulate data relevant to the classifier's processes.

Independent Projects
React.js Portfolio Website   *December 2020 – January 2021*
- Developed a static portfolio website utilizing technologies such as React.js, Bootstrap, HTML, and CSS.
- Distributed the website by setting up a production build published on GitHub pages.

Torvine Interactive   *November 2016 – March 2017*
- Developed a mobile game application that promoted hand-eye coordination in infants.
- Lead a small team that developed and marketed the application. Successfully published a deliverable application in the span of three months.

Overloaded Podcast Host, Producer   *January 2020 – April 2020*
- Hosted, managed equipment, planned, marketed, and worked on the video and audio production of a podcast.
- Released media to multiple digital audio and video platforms.
- Networked to find and contact guests to talk on the podcast and share their unique experiences.

EXPERIENCE

Blastingmar S.A.S   **Barranquilla, Colombia**
Executive Assistant   *June 2015 – June 2018*
- Designed and implemented a spreadsheet to distribute contract bonuses to employees, project leaders, & executives.
- Worked with the IT department to provide technical support to company employees.

National High School Game Academy, Carnegie Mellon University   **Pittsburgh, PA**
Programmer   *July 2017 – August 2017*
- Worked as a programmer on a team to design, plan, and ultimately develop two game applications for PC and Oculus.