Tyler Baldeviso

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Career Objective

To obtain an internship or full-time position in the field of Computer Science

Education

University of California Davis 2018-2020
B.S. in Computer Science

Napa Valley College 2016-2018
AS in Natural Science and Mathematics
AS-T in Physics

Projects

Waste Bud
- Web app using Google Vision API to categorize pictures of waste with backend setup in ExpressJS
- All tools used were learned within the 24 hour competition.

Musky Defenders
- Video game built using Unity and C#
- 2.5 dimensional survival wave shooter

Pokédex
- Fetches data from Pokeapi using Javascript to list Pokemon alongside with their info.
- Website designed using HTML and CSS.

Rising Data
- Built drones, rockets, and payloads using Arduino and C++.
- Presented findings to NASA JPL Activity Manager.

Work Experience

Cole European Lot Attendant 7/19-8/19
Managed parking of luxury cars in for service. Provided positive customer service through escorting guests to their appointments

Six Flags Skycoaster Operator 10/17-8/18
Provided a safe and fun experience for guests to enjoy swinging from a 100 ft high attraction. Qualified by the Skycoaster company to responsibly operate the machinery.

Awards

Napa Valley College Dean's Honor List
Maintained 4.0 GPA for all semesters (2016-2018)

UC Davis Dean's Honor List
Maintained above 3.8 GPA (2019-2020)

Skills

- Data structure organization
- Algorithm optimization
- Predictive modeling
- Network programming
- Video game programming

Languages

C, C++, C#, Java, Javascript, R, Python, HTML/CSS

Tools

- Git collaboration
- Unix shell commands
- Unity Engine
- Arduino