ANTONIO ROCHA

316-201-8945 | AntonioRocha2023@u.northwestern.edu | linkedin.com/in/tony-rocha | github.com/tecwit

EDUCATION

Northwestern University   Evanston, IL
Bachelor of Science in Computer Science   *June 2019 – June 2023 (Anticipated)*
Relevant coursework: Data Structures & Algorithms, Object Oriented Programming, Human Computer Interaction
Cumulative GPA: 3.69 / 4.00

SKILLS

Technical: C, C#, C++, JavaScript, Python, Racket, HTML, CSS, Unix, Git, Microsoft Office, Unity
Additional: Native fluency in English & Spanish

EXPERIENCE

Software Engineer Intern   June 2022 – September 2022
Microsoft Corporation — Visual Studio C++ IDE team   *Redmond, WA*
- Deliver full stack Visual Studio end to end feature inferring style from C++ source code

Undergraduate Teaching Assistant   September 2021 – Present
Northwestern University — Department of Computer Science   *Evanston, IL*
- Dedicate >6 hours weekly for office hours to aid >100 students in Python, C, C++ courses
- Guide students through assignment specifics, attend to Q&A board daily
- Provide feedback on student code submissions

Chapter President   March 2022 – Present
Northwestern University — Society of Hispanic Professional Engineers   *Evanston, IL*
- Lead executive board of 26 students to plan professional, social, and community events weekly
- Implement organization strategies to alleviate communication issues and maintain transparency
- Raise member engagement from 30 average attendees to >50 through diverse event planning

Chapter Vice President   March 2021 – March 2022
Northwestern University — Society of Hispanic Professional Engineers   *Evanston, IL*
- Co-lead executive team of 11 members and advance professional opportunity for Hispanic students
- Coordinate with administration and push for curricular change promoting academic equity for students

PROJECTS

Scheduler Queue | *Operating Systems*   May 2022 – May 2022
- Design and implement Linux preemptive and non-preemptive C schedulers such as FIFO, shortest job first, and shortest remaining processing time to meet demand of system workloads

Instagram Clone | *Web Development*   January 2022 – March 2022
- Built website with token authentication system, SQL database cloud storage, REST API security features, web socket chat client, and several state elements
- Implement website through server-side Flask templates as well as client-side templates via JavaScript and React framework
- Ensure accessibility of website features throughout development process

Minesweeper Game and Bot Solver | *Data Structures, Python, Program Design*   August 2021 – Present
- Develop Minesweeper (game) program using Python classes, strings, arrays, and dictionaries
- Utilize priority queue as method to store and evaluate potential moves, and automate game solving
- Weigh search algorithms to determine optimal resource efficiency and minimize solving time

Welding Cart Design | *Product Management*   March 2020 – June 2020
- Collaborate with team of 4 to design a welding cart providing organization, portability, and secureness
- Regularly meet client and iteratively adapt design via input from design professionals to satisfy requirements and remain within final deliverable budget of $500