

Isaac A. Castro

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Bilingual-Spanish & English

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Summary of Knowledge

Web Dev

- React.js
- NextUI
- HTML
- CSS
- TailWind
- JavaScript
- Node.js

Software Engineering

- Debugging
- Version Control (Git)
- VS Code
- Scalability
- Software Testing
- Object-Oriented Programming
- Analysis

Data Structures & Algorithms

- Merge Sort
 - Binary Search
 - Linked Lists
 - Stack
 - Queue
 - Hasmap
 - Minimax
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Education

B.S in Computer Science

University of California, Riverside (UCR)

Expected: June 2024

- Relevant coursework: CS 141, 111, 100, 180, 182, 10A, 10B, 10C, ENGR 180W
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Projects

Video Game Informational Website

06/2023-Present

- Used React as the main framework for the front-end
- Used CSS and Tailwind for stylizing the front-end
- Designed the UI using NextUI
- Website is meant to list information about characters from videogames

Tic Tac Toe AI

10/2023-11/2023

- Used Python to create an AI that plays TicTacToe the most optimal way
- Used the minimax algorithm to determine the best optimal play

Text Based Game

01/2021- 03/2021

- Using C++ helped create a text based game
- Created the combat system of the game
- Used inheritance to get information from parent classes

Extracurricular Involvement

Association Computing Machinery (ACM) @UCR ,UCR

06/2023-Present

R-mate-Software Engineer

- Used React Native for the front-end
- Resolved 3-4 GitHub issues per week
- Created 1-2 front-end features per week
- Fixed 2 visual bugs per week

R-tools - Software Engineer

- Resolved 2-3 GitHub issues per week
- Created 1-2 React components for various features on the website
- Created an entire page per week



Linked In