

# Uriel Barba

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## EDUCATION

**University of California, Merced**

*Bachelor Of Science, Computer Science and Engineering*

**2019 - 2023**

**GPA: 3.2**

## SKILLS

*Languages: C, C++, Python, HTML/CSS, Javascript, Matlab*

*Technical: React.js, Git, SQLAlchemy, React Native, Flask, Supabase/Firebase, Node.js, Figma, Docker*

## EXPERIENCE

### **Innovate to Grow: Relevance Weighted Meeting Scheduler - Full-Stack Developer**

*Jan 2023 – May 2023*

- Developed a visual analysis tool for the Innovate to Grow (I2G) program, resulting in a user-friendly web application that addresses the problem of limited availability of services for optimal meeting times. The tool allows attendees to create schedules with availability ranges and displays real-time variations of attendee schedules based on relevance values, which organizers can assign to attendees to prioritize their availability.
- Leveraged front-end technologies such as **HTML**, **CSS**, and **React.js**, along with **Node.js** and **Supabase** for the database, resulting in the successful delivery of a scalable and efficient software product.
- Successfully adapted to new technologies by quickly learning and expertly incorporating **React.js** into front-end development.
- Managed the project roadmap and delegated tasks based on team members' strengths and interests, while conducting regular meetings to track progress and resolve issues, resulting in the timely delivery of a successful software product.

### **Twitter: Twitter Clone - Front-End Developer**

*April 2023 – May 2023*

- Developed in a team a Twitter Clone web application using **HTML**, **JavaScript**, **Python Flask**, and **SQLAlchemy**.
- Collaborated with the Back-End team to ensure seamless user experiences and responsive designs.
- Deployed a fully functional Twitter Clone web application, showcasing the successful implementation of key features such as user registration, login authentication, tweet posting, user search, follow/unfollow functionality, and liking/unliking posts, providing users with a comprehensive social media experience.

### **School Gradebook - Front-End Developer**

*Aug 2023 – April 2023*

- Assisted in the development of a School Gradebook web application using **HTML**, **JavaScript**, **Python Flask**, and **SQLAlchemy**, resulting in a user-friendly and efficient platform for students, teachers, and administrators.
- Played a pivotal role in the development team as the primary front-end developer.
- Implemented a secure login system, which identified whether the user was a student, teacher, or admin, allowing them to access their respective functionalities within the School Gradebook.
- Key features implemented, allows students to add or remove classes, teachers to see their classes and edit student grades, and admin capable of adding or removing classes and students, resulting in an efficient and user-friendly Gradebook system.

### **PONG! with Body Tracking Controls**

*Jan 2023 – May 2023*

- Collaboratively crafted a rendition of Pong using **OpenCV**, **NumPy**, and **mediapipe** for facial tracking.
- Used **mediapipe** to map facial landmarks and enable precise control of the paddle.
- Calculated facial orientation for seamless player movement using facial matrices that tracked the whole face to control paddle.
- Programmed multiple game modes to showcase facial tracking capabilities and difficulty of game AI.
- Incorporated **PyUI** to provide an intuitive display and statistics on player wins, direction, and high score being led by the player.

### **Zombie Pursuit: Survival Run**

*Aug 2022 – Dec 2022*

- Developed a **C++** survival game using **Raylib** with **OOP** principles and organized code with header files.
- Designed and implemented an enemy AI system to follow player using logic with **rand()** library, ending in defeat if AI touches the players character.
- Allowed player to move using arrow keys in order to escape from AI in order to survive as long as possible.

## RELEVANT COURSES

*CSE 30 - Data Structures, CSE 100 - Algorithm Design and Analysis, CSE 165 - Object Oriented Programming, CSE 106 - Full Stack*