

Elias J. Martinez

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Skills:

Programming: Python, Java, HTML, CSS, JavaScript
Operating Systems: macOS, Windows, Linux
DevOps: Server Management, Virtual Machine, Puppet, Foreman, Service Gateway, IT Operations
Tech / Hardware: PC, Mac, PC Repair / Assembly, GitHub, Git, Visual Studio Code, MS Office

Education:

University of Minnesota – Twin Cities Minneapolis, MN
College of Science and Engineering: Bachelor of Science in **Computer Science** Expected May 2025
GPA: 3.596

Relevant Coursework:

Introduction to Computing and Programming Concepts, Exploring Computer Science Exercises in Python, Introduction to Algorithms & Data Structures, Special Topics in Computer Science, Calculus I, Calculus II

Professional Experience:

Google's Computer Science Summer Institute *Summer 2022*
Participant

- Interacted with customers through taking orders both over the phone and in person. Completed orders by making pizza, salads, and desserts in a timely manner.
- Maintained storefront thoroughly by sweeping and mopping regularly both in front and back, emptied trash, wiped off counters, and cleaned glass. Closed the store by securing the doors and setting alarm system before leaving.

CSE-IT Operations

May 2022 - Present

Student Worker

- Performed system software installations, modification and debugging, backup and restored system user files, installed applications, hardware, and software.
- Identified, diagnosed, and fixed system problems, maintained documentation, and provided network assistance and maintenance as required.

Accenture Virtual Externship

May 2022

Participant

- Participated in learning sessions, networking, engagement activities, and a case competition
 - Learned how to implement technology to solve pressing business challenges
 - Explored the innovations of security, AI, blockchain, and cloud data
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Projects:

BattleBoats

March 2022

Skills: Java, 2D Arrays, Algorithms, Data Structures

- A probability-based board game that challenges the user to enemy boats hidden on a rectangular grid
 - Developed 5 Java classes that interacted with allowed the Game Board and Boats to work together
 - Collaborated with a partner, discussed issues in the code, and explained our thought process behind our ideas
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Activities and Student Groups:

Member, Association for Computing Machinery

February 2022 – Present

Student Volunteer, Code the Gap

March 2022- Present

Member, Society of Hispanic Professional Engineers

March 2022 – Present

Member, Google Development Student Club

April 2022 - Present