Elias J. Martinez

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Education:

<u>University of Minnesota – Twin Cities</u>

Minneapolis, MN

College of Science and Engineering: Bachelor of Science in Computer Science

Expected May 2025

Relevant Coursework:

Algorithms & Data Structures, Operating Systems, Program Design & Development, Advanced Programming Principles, Machine Architecture & Organization, Social, Legal, & Ethical Issues in Computing, Discrete Structures

Professional Experience:

Google, Mountain View, CA

May – August 2023

STEP Intern

- Collaborated with another intern to architect and implement a backend using Java for an internal reporting framework's demo app, resulting in an enhanced user experience and streamlined data processing.
- Designed and developed a well-structured and optimized database schema to organize API data.
- Enhanced logic for querying the API and added unit tests to improve the accuracy and reliability of data shown to the user.
- Completed the entire development process for the demo app including writing comprehensive design documentation, debugging, testing, and implementation.
- Utilized version control systems for efficient code collaboration and integration with the codebase.

Google Computer Science Summer Institute, Remote

July – August 2022

Participant

- Participated in a 4-week intensive computer science summer program for high-achieving students.
- Completed an introductory project-based HTML/CSS and JavaScript curriculum taught by Google Engineers.
- Configured 12 individual coding projects in JavaScript by using concepts such as variables, data types, and functions.
- Attended product design, resume development, and software engineering interview workshops.
- Delivered a collaborative final project presentation that included a live demonstration to Google employees and community leaders.

University of Minnesota College of Science & Engineering, Minneapolis, MN *IT Infrastructure Specialist*

May – September 2022

- Delivered production-ready code to maintain and enhance infrastructure across the university, addressing and resolving issues to minimize downtime and ensure smooth operations.
- Actively participated in daily standups and code-focused meetings, collaborating with coworkers and managing pull requests in two enterprise-level GitHub repositories.
- Maintained open channels of communication with colleagues, proactively identifying and resolving emerging issues, contributing to a collaborative and productive team environment.
- Proficiently utilized a range of technologies, including Foreman, Puppet (programming language),
 vSphere, Git, SSH, and Linux to efficiently monitor and manage both physical and virtual machines.

Project:

Movie Quiz Link to GitHub repository: https://github.com/variablechimp97/GoogleProject Skills: JavaScript, HTML, CSS, JSON, API

August 2022

- Developed a dynamic website generating personalized movie quizzes based on user input, utilizing TheMovieDataBase API for movie information retrieval.
- Leveraged the API to fetch comprehensive movie information including title, release year, poster image, genre, movie overview, cast list, and an array of similar movies to ensure a diverse and engaging quiz.
- Implemented localStorage to store user input and fetched JSON data for seamless progress tracking.
- Collaborated with two partners, delivering a fully functional website in a 4-day timeframe.

Activities and Student Groups:

Committee Member, Science & Engineering Student Board (SESB)

September 2022 – Present

• First-Year Initiative and Student Outreach Committee Member **Member**, Social Coding

Member, Society of Hispanic Professional Engineers (SHPE)

September 2022 – Present March 2022 – Present