

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 Computer Science Summer Institute *Summer 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 3 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

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*