

Vincent A. Titterton

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[My Portfolio](#)

[Linkedin](#)

[Github](#)

Education

University of California, Santa Cruz: B.S. (GPA: 3.99)

(Sept 2018 - June 2022)

- Pursuing a Bachelors of Science in Computer Science

University of California, Santa Cruz: M.S.

(Sept 2022 - June 2024)

- Pursuing a Masters of Science in Computer Science

Skills

Languages: Java, Python, C/C++, JavaScript, SQL, Scheme, Ocaml, Smalltalk, Perl, Flex/Bison

Tools: Git, Unix, Vim, GNU Make, HTML, CSS, OpenGL, WebGL, Java Swing

Theory: Data Structures, Sorting Algorithms, Graph Algorithms, Client/Server, Multithreading, Computer Graphics, Compiler Design, Networking

Math: Linear Algebra, Statistics, Vector Calculus, Cryptography, Computational Models

Work Experience

Tutor/Grader (Algorithm Analysis Course) - UCSC

(March 2022 - Present)

- Work in a team of 10 TAs/graders to grade student's homework assignments
- Hold weekly tutoring sessions to explain concepts and help with homework

Grader (Comparative Programming Languages Course) - UCSC

(March - June 2021)

- Worked in a team of 10 TAs/graders to grade student's programming assignments
- SSH into unix server + Read student's code for bugs + Compiled/ran code via Bash
- Edited files with Vim + created and ran grading scripts (Perl)

Intern - Bitbroker Labs

(Feb - April 2020)

- Tested and helped design OpenGL Edtech courses in C++
- Managed virtual machines (Google Cloud) + Used remote desktop and MS Visual Studio

Server - Hugh Groman Catering

(June 2019 - Present)

- Serve food and interact with clients in high class events

Personal Projects

Connect 4 AI

- Java -

[Project Repository](#)

- Player vs. computer Connect Four game.
- Uses Depth First Search + Backtracking + a non-recursive position rating method.

Battleship

- Java / Swing -

[Project Repository](#)

- A single player battleship game where the goal is to minimize the number of moves.
- Ships are randomly assigned non-overlapping locations

Sorter

- JavaScript / HTML Canvas -

[Project Repository](#)

- Features a visual array of adjustable size that can be shuffled and sorted.
- 23 unique sorting algorithms (coded by me) are available to choose from.

Path Finder

- JavaScript / HTML Canvas -

[Project Repository](#)

- Finds the shortest path between two vertices on a graph while avoiding barriers.
- Can select between Breadth First Search and Dijkstra's Algorithm.

Minesweeper

- JavaScript / HTML Canvas -

[Project Repository](#)

- Classic Minesweeper with a board of adjustable shape and size.
- Recursive square discovery algorithm is used when an empty square is uncovered.

For an updated list of my personal and school projects, visit my [portfolio](#).

Achievements and Awards

UC Santa Cruz Dean's Honors (x8)

(2018 - 2022)

CMPM 80k Notable Twine Games

(Mar 2021)

CMPS 12A Top Final Projects

(Dec 2018)