

# Vincent A. Titterton

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[My Portfolio](#)

[Linkedin](#)

[Github](#)

## Education

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**University of California, Santa Cruz**

(Sept 2018 - June 2022)

- Senior, pursuing a Bachelors of Science in Computer Science (GPA: 3.98)

## Skills

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**Languages:** Java, Python, C/C++, JavaScript, Scheme, Ocaml, Smalltalk, Perl

**Tools:** Java Swing, Git, Unix, Vim, GNU Make, HTML, CSS, OpenGL, MS Visual Studio

**Theory:** Data Structures, Sorting Algorithms, Graph Algorithms, Client/Server, Multithreading

**Math:** Linear Algebra, Statistics, Multivariable Calculus, Cryptography

## Work Experience

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**Grader - UCSC**

(April - June 2021)

- Work in a team of 10 people to grade student's programming assignments
- SSH into unix server + Read student's code for bugs + Compile/Run code via Bash
- Edit files with Vim + create and run grading scripts (Perl)

**Server - Hugh Groman Catering**

(June 2019 - Present)

- Serve food and interact with clients in high class events

**Intern - Bitbroker Labs**

(Feb - April 2020)

- Test and help design OpenGL Edtech courses in C++
- Manage virtual machines (Google Cloud) + Use remote desktop and MS Visual Studio

## Personal Projects

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**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

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UC Santa Cruz Dean's Honors (x6)

(2018 - 2021)

CMPM 80k Notable Twine Games

(Mar 2021)

CMPS 12A Top 15 Final Projects

(Dec 2018)