Bryce Raymundo

brraymun@calpoly.edu / 4084665785 / San Jose, CA

Education

Bachelor of Science (B.S) in Computer Science

California Polytechnic State University - San Luis Obispo
06/2025

Experience

Coding Instructor

Code Ninjas
06/2020 - 08/2021

- Prepared curriculum for game development summer classes
- Worked with other instructors to create curriculum for programming classes in Java
- Lead programming and game development classes in JavaScript

Programming Experience

SLO Hacks 2022

- Winner – Best Beginner Hack & Best Use of Google Cloud
- Used Flutter and the Dart programming language to create mobile games that could only be played at certain locations around our college campus

Game development course project

- Worked in a team of 4 to complete a JavaScript platformer game
- Created a physics and collision system for entities in the game
- Utilized Object Oriented Programming to allow team members to easily modify and create levels in the game

Relevant Coursework

Object Oriented Programming and Design – Refactored a large Java code base to follow OOP standards, used a UML diagram to show Object Oriented design

Computer Organization – Created a runtime stack to run recursive programs in assembly and the C programming language

Data Structures & Algorithms – Learned about Linked Lists, Stacks, Queues, Graphs, Insertion sort, Merge sort, BFS, DFS, and more

Skills

Proficient in Java & Python, Game Development