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| --- | --- | --- | --- | --- | --- |
| EDUCATION | | | | | |
|  | Colorado Mesa University | | | |  |
|  | Sophomore in Computer Science | | | | **2014-Present** |
|  | 3.1 Cumulative GPA | | | |  |
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| **ACHIEVEMENTS** | | | | | |
|  | Distinguished Scholars Scholarship Recipient | | | Fall 2014 – Present | |
|  | 1940 SAT score (700 in math) | | |
|  | Graduated 7th in my High School class | | | Fall 2010 – Spring 2014 | |
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| **PROJECTS** | | | | | |
|  | **Lexical Scanner – Data Structures** | | | | |
|  | Developed a lexical scanner as part of a programming language as the final for my data structures class. Used set of 2-Dimensional arrays to keep track of states and tokens to determine the state of the program as well as whether or not the syntax was correct. | | | | **Freshman Year** |
|  |  | | | | |
|  | **Dijkstras Algorithm –Intro to Algorithms** | | | |  |
|  | Coded Dijkstras algorithm to find the shortest path between nodes in a graph. The Program also was able to find the minimum spanning tree in a graph. | | | | Sophomore Year |
|  |  | | | |  |
|  | **Dreaded Diamond – Object Oriented Programming** | | | |  |
|  | Solved the Dreaded Diamond problem using the virtual identifier. | | | | Sophomore Year |
|  |  | |
|  | **Design Patterns – Object Oriented Programming** | | | |  |
|  | Coded design patterns in different languages including the builder pattern in C++ and the flyweight pattern in Java. Plan on building several others outside of class including memento and visitor patterns. | | | | Sophomore Year |
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| CLASSES TAKEN | | | | | |
|  | **Foundations of Computer Science (CSCI 111)** | | | | Fall 2014 |
|  | Learned the basics of programming including functions and recursion. | | | |  |
|  |  | | | |  |
|  | **Data Structures** | | | | Spring 2015 |
|  | Took an in-depth look at the different types of data structures and how to build them such as vectors, linked lists (single and multiple links), B-trees, binary search trees, hashes, etc.. | | | |  |
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|  | **Intro to Algorithms** | | | | Fall 2015 |
|  | Learned several common algorithms and how to implement them including several searching and sorting algorithms, creating a minimum spanning tree and Dijkstras shortest path tree. Also went into other data types such as stacks, queues and abstract trees. | | | |  |
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|  | **Computer Architecture and Assembly Language** | | | | Fall 2015 |
|  | Learned the theory behind computer processing and data storage using gates, flip-flops, etc. Also went took an in-depth look at intel and AT&T assembly code. | | | |  |
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|  | **User Interface Design** | | | |  |
|  | Learned the rules and strategies behind developing an effective user interface with an emphasis on visual basic. | | | | Spring 2016 |
|  |  | | | |  |
|  | **Object Oriented Programming** | | | |  |
|  | Learned the implementation and advantages of using an object oriented approach to programming. Created various Design patterns and worked in several different languages such as C++< Java, Python and Javascript. | | | | Spring 2016 |
|  |  | | | |  |
|  | **Web Page Design** | | | |  |
|  | Learned the basics of HTML and CSS to create a web page. | | | | Spring 2016 |
|  |  | | | |  |
| LANGUAGES | | | | | |
|  | C++ - Very confident | | | |  |
|  | Java - Moderate | | | |  |
|  | Assembly - Moderate | | | |  |
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| REFERENCES | | | | | |
|  | References available upon request | | | |  |
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