

Skills

Languages Proficient: Python, C, C++
Familiar: Cuda C, SQL, Java, LaTeX, MATLAB, HTML/CSS, Javascript, C#

Technologies Django, Bootstrap, TensorFlow/Keras

Tools Git, Visual Studio, VS Code, Vim, Unity, Godot, Atmel Studio, Jupyter Notebooks

Other Knowledge in Object Oriented Programming | Experience with Scrum and Agile | Understanding of GPU Parallelization

Education

University of California, Riverside

Riverside, CA

B.S. IN COMPUTER SCIENCE

Sep. 2015 - Jun. 2019

- Cumulative GPA: 3.33
- Major GPA: 3.56
- Coursework: Data Structures and Algorithms, Information Retrieval, Machine Learning and Data Mining, Automata and Formal Languages, Graphics, Operating Systems, Embedded Systems, Software Engineering, GPU Computing and Programming, Virtual Reality, Database Management Systems, Design and Architecture of Computer Systems, Game Development

Projects

Proximity

[HTTPS://GITHUB.COM/MELSANTOS/PROXIMITY](https://github.com/melsantos/proximity)

Fall 2019

- A webapp built with Python and Django that connects users based on location
- Allows users to post, chat, and interact with the community around them

GeoTwitter

[HTTPS://GITHUB.COM/MELSANTOS/GEOTWITTER-SEARCH](https://github.com/melsantos/geotwitter-search)

Winter 2019

- A webapp that allows users to query geo-tagged Tweets
- Uses Python Twitter Tools API to scrape incoming geo-tagged Tweets

Mechanic Shop Database

[HTTPS://GITHUB.COM/MELSANTOS/MECHANIC-SHOP-DATABASE](https://github.com/melsantos/mechanic-shop-database)

Fall 2019

- A database system that tracks information about a fictitious mechanic shop
- Built with Java and a PostgreSQL database
- Uses a command line terminal interface

3D Rendering Pipeline

[HTTPS://GITHUB.COM/MELSANTOS/SIMPLIFIED-3D-RENDERING-PIPELINE](https://github.com/melsantos/simplified-3d-rendering-pipeline)

Winter 2017

- A simplified C++ implementation of the OpenGL 3D rendering pipeline
- Developed incrementally and tested at each step

Chicken Farm

[HTTPS://GITHUB.COM/MELSANTOS/CHICKEN-FARM](https://github.com/melsantos/chicken-farm)

Winter 2019

- A VR game about finding chickens
- Built in Unity and meant to be played with VR headset