**EDUCATION**

**Cogswell Polytechnical College, San Jose, CA.**

*B.S., Computer Science: emphasis in Software Engineering* Aug 2015 - May 2018

**Clubs**: AI Society, Engineering Society, Game Development Club

**Relevant Coursework:** C++, C, Java, IOS Development, Android Development, Web Development, Machine Learning, Operating Systems Concepts, Embedded Software Systems

**TECHNICAL SKILLS & LANGUAGES**

* Languages: English, Spanish
* Operating Systems: Windows, OSX, Linux/Unix
* Technical Languages: C# .Net, JavaScript, Java/Android, Python, C++, C, Swift/IOS, Git
* Libraries/Frameworks: Electron, React, React-Native, Flask, Redux, Polymer etc.
* Database Architectures/Frameworks: NoSQL/MongoDB, FireBase, SQLite, PostgresQL
* Development Environments: Android Studio, XCode, Unity, MS Visual Studio, PyCharm

**WORK EXPERIENCE**

***Please visit my portfolio site:*** [***http://crispcrafts.com***](http://crispcrafts.com) ***where you can find all of my projects!***

**Byte Foods, Inc. Software Engineer - San Rafael** June 2018 - Present

* Lead Mobile Application Developer/Designer/Full Stack Engineer
* Produced mobile application requirements + features from a user’s perspective followed by designing a unique UI and UX to support those requirements
* Developed frontend mobile application for both Android and IOS platforms using React-Native
* Designed backend API requirements and developed API using Python, Flask, SQLAlchemy, PostgresQL, Firebase for authentication, and Stripe for mobile payments

**Indie Mobile Game Development *- Unity Game Engine (C# .Net / C++)***

* Starman’s Voyage, Google Play Store Feb 2018 - March -2018
* Greek Wars Jan 2015 - Present
* Only engineer and artist on both projects - Full Stack
* Level design, character design, animations, UI/UX, engineering game mechanics, etc..

**Contract Web Development *, Full Web Stack Development*** Sep 2017 **-** Present

* Iris Hair Salon (http://iris-hair-salon.com) - Sep 2017
* Carrillos Construction (http://carrillos-construction.com) - Mar 2017
* Built and designed both websites with the Polymer Javascript framework.

**TLH Church App, *Java/Android and Swift/IOS Developer - San Jose, CA***May 2017

* Contract work to build Android & IOS application
* Worked in Android Studio IDE using Java programming language
* Worked in XCode IDE using Swift programming language
* Used Firebase as a cloud backend to enable cross platform push notifications, NoSQL user database, and user authentication in both Android and IOS apps