

Raul E. Perez

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Dedicated, hardworking, and sociable with a solid background of working well alone and with a team.
Technically proficient in C, C++, C#, Xamarin, Python, Linux, and Windows.
Strong communication skills in both English and Spanish.

Education

California State University San Marcos
Bachelor's in Computer Science
Expected graduation: May 2018
Overall GPA: 3.0

Technical Experience

Awarded Top Overall application grand prize of San Diego Code Day 2016
Performed various hour-long lectures on a monthly basis covering a wide range of topics and applications. Topics of lectures include available careers in computer science, extracurricular programming projects, and how to Build a PC.
Responsible for organizing various workshops throughout the Spring 2018 semester on behalf of ACM. Workshops include Introduction to Python, Introduction to Java, Mob Programming, and Game development.
Experienced in handling computer hardware and software through the process of assembling and configuring several computers for both home users and business applications.

Related Experience

Vice President of CSUSM Association for Computing Machinery (ACM): Worked with the president and other officers to host talks, workshops and events that aid members in advancing their knowledge of opportunities available through computer science.

Teaching/Volunteering: Volunteered through Upward Bound, appointed to lead a group of High School students in creating and programming robots using Arduinos.

Leadership/teamwork: Headed the Bass Clarinet section of the Vista Murrieta Golden Alliance. Organized sectionals, instructed beginners in playing and marching, promoted synergy and commitment within the group, led by example in practice and attitude.

Customer service: Experience behind a register, as well as talking to costumers in person and over the phone to help and find products, explain contracts, resolve issues, or give information in both English and Spanish.

Relevant Classes

CS311 – Data Structures: Developed a thorough understanding of several advanced methods for implementing the abstract data types and the time used by each method.

CS351 – Programming Languages: Studied and analyzed the important features and concerns of implementation design on programming languages in common use today.

CS433 – Operating Systems: Operating system design and implementation, process coordination and scheduling, deadlocks, interface devices, memory and device management, networks and security, distributed and real-time systems.

CS441 – Software Engineering: Discussion of principles, techniques, and tools used to affect the orderly production of medium- and large-scale computer software, with a focus on problem-solving concepts, software development process, software requirements and specifications, verification, and validation.

CS481 – Mobile Programming: Development of cross platform applications for mobile devices including smart phones and tablets. Course taught using Xamarin.Forms mobile technology

Work experience

The Master Musician (July 2015 – Sept. 2015, July 2016 – August 2017): Sales Representative/Translator: Assisted customers breaking down and explaining contracts in both Spanish and English to effectively guide customer through its completion. Responded to customers' problems or questions and resolved their issues in a timely manner. Assisted in stocking shelves, keeping inventory, rotating merchandise and marking prices. Created functioning Python script to automate the creation of letters sent to customers once their instrument was paid off.

Best Buy (November 2015-January 2016): Seasonal Home Theater Sales Associate: Responsible for keeping products stocked and organized in my section. Acquired expertise and knowledge to explain features and differences between products in the inventory to help the customer find the product that best fits them.