Jesse Reyes

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EDUCATION

University of California, Riverside, Riverside, CA   March 2019

Bachelor of Science, Computer Science

Relevant Coursework: Algorithms, Compilers, Computer Networks, Computer Systems, Computer Graphics, Database Management Systems, Machine Learning and Data Mining, Physics, Object-Oriented Programming, Statistics

Technical Skills: C, C++, Python, Java, MyBatis, C#, Azure AD, PHP, SQL, Javascript, React-Native, React.js, HTML5, CSS3, Git, Linux, Jenkins

EXPERIENCE

Liberty Mutual Insurance Company, Dover, NH   June 2019 - Present

Technology Associate

• Collaborated with a team of two other Technology Associates to develop a **React.js/Spring Boot** Full Stack Web Application from the ground up utilizing the **MVC** Software Design Pattern

• Used Azure AD to implement the SSO (single sign on) feature of our application

• Implemented an "upload feature" that allowed users of the application to effectively take a third of the time it took previously to complete a batch

• Practiced being Agile by utilizing the **Scrum** Agile Process Framework to deliver a high quality software product and communicate effectively with our stakeholders and users of the application

• Utilized a **Jenkins Pipeline** to execute the practice of Continuous Integration/Continuous Deployment

Sleep & Cognition Lab, Riverside, CA   June – August 2017

Python Developer Intern

• Collaborated with one other intern under the supervision of a grad student to develop a **Python** program to parse brain scans

• Cleaned dirty data to be used by the Sleep & Cognition Lab ensuring proper parsing of record fields from disparate systems

PROJECTS

MINI-L Compiler, *Compilers*   December 2018

• Built a fully-functioning compiler for the Turing-complete language MINI-L

• The compiler is comprised of a scanner, a parser, and an intermediate code generator

• Read more at the project repo: www.github.com/JesseAReyes1996/MINI-L

Breast Cancer Detecting AI, *Machine Learning and Data Mining*   May 2018

• Built a **classifier** to predict whether breast tumors were malignant or benign

• Implementation follows the k-Nearest Neighbors algorithm

• Read more at the project repo: https://github.com/JesseAReyes1996/Breast-Cancer-Detecting-AI

Multiplayer Online Hangman, *Computer Networks*   December 2017

• Built a client - server multiplayer game of Hangman in **Python** with the use of **TCP/IP**

• Used the **Thread-local storage (TLS)** concurrency pattern to support multiple different games running at once

• Functionality: registration, user sign-in, user start a new game, user join game

• Read more at the project repo: https://github.com/JesseAReyes1996/Multiplayer-Online-Hangman

MiniGL - A 3D Rasterizer, *Computer Graphics*   September 2017

• Built a simplified version of the popular graphics library OpenGL in **C++**

• Read more at the project repo: www.github.com/JesseAReyes1996/MiniGL

Online Contact

GitHub: www.github.com/JesseAReyes1996

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