Salvador Castellanos

http://www.salvadorcastellanos.github.io

US Citizen
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Objective

Adaptable, organized 4th year computer engineering major with excellent time management and communication skills. Experienced with project management, embedded systems programming, and object-oriented software development. Seeking a software engineering internship or entry-level position. Willing to relocate.

Education

- **University of California, Santa Cruz** — Santa Cruz, CA
  Bachelor of Science in Computer Engineering; GPA: 3.0 — *Sep. 2017 – Jun. 2021*

Projects

Chatroom Server/Client — C++
- Created a client and server and enabled communication between them by sending and receiving data between both programs. Server is multithreaded allowing several connections to have access to the server at the same time.

Soccer Standings Discord Bot — Python
- Web Scrapes ESPN's website and enters data into a dataframe using the BeautifulSoup4 and Pandas libraries. Creates an application that displays the standings of soccer teams of many major leagues and seasons using Discord's API.

FPGA-Controlled Game "Bird Catcher" — Verilog
- Created a game in Verilog using sequential circuits, digital logic, and state machines. Uses an FPGA board as an LCD screen and controller to catching birds that fly across the screen.

Unix Shell — C++
- Recreated a Unix Shell maintained by using a tree structure with hierarchy and map functions. Implements depth first search algorithm for traversing through the tree.

Relevant Courses

Machine Learning & Data Mining — Winter 2021
- Topics included classification learning, density estimation and Bayesian learning regression Provides introduction to standard learning methods such as neural networks, decision trees, boosting, and nearest neighbor techniques.

Advanced Programming — Fall 2020
- Introduction to object-oriented techniques of software development including data abstraction, inheritance, polymorphism, and object-oriented design.

Principles of Computer Design — Fall 2020
- Principles governing computer-systems design and complexity; concurrency, abstraction, layering, and client-server. Learned computer networking fundamentals; TCP/IP, routing protocols, IPv6, etc.

Data Structures and Algorithms — Spring 2018
- Covers linked lists, stacks, queues, hash tables, trees, heaps, and graphs and analysis of simple algorithms.

Experience

- **Sherwin-Williams** — Santa Cruz, CA
  Store Associate — *Aug 2019 - Mar 2020*
  - Supported the sales efforts, assisting customers in person and over the phone by determining needs and presenting appropriate products and services.

- **Give Every Child a Chance** — Manteca, CA
  Site Coordinator — *Jan 2016 - Jun 2017*
  - Assisted in tutoring students grades K-8 who struggled with school subjects. Supervised students and volunteers and ensured the site was maintained clean and organized at all times.

Skills

- **Programming Languages**: C, C++, Java, Python, HTML, CSS, Verilog, Matlab, RISC-V, x86, MIPS, Bash
- **Communication**: Technical papers, presentations, instruction manuals, proposals. Fluent in English and Spanish.