

# Joshua Beto

COMPUTER SCIENCE GRADUATE

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## Education

### University of California, Riverside

Riverside, CA

B.S. IN COMPUTER SCIENCE | GPA: 3.91

March 2019

- CS153: Operating Systems
- CS165: Computer Security
- CS171: Machine Learning
- CS166: Databases
- CS135: Virtual Reality
- CS172: Information Retrieval

## Employment

### UCR

Riverside, CA

SUPPLEMENTAL INSTRUCTION LEADER

September 2018 - March 2019

- Led a peer study group through an introductory C++ course to boost academic performance
- Created lesson plans and problem sets each week to organize study sessions
- Guided students to avoid common pitfalls and gain a better understanding of the course material

### Western Digital

Irvine, CA

RAMP SOFTWARE INTERN

June 2018 - September 2018

- Migrated firmware automation test client using Python to reduce future work needed to add new test environments
- Created plugins that allowed test environments to interface with the automation test client
- Collaborated with a partner using the Gitflow workflow to complete user stories in a Scrum environment

### MindTAPP - Leadership Lab

Riverside, CA

RESEARCH ASSISTANT - SOFTWARE DEVELOPER

May 2017 - Dec. 2017

- Led a small team to create games for leadership training using Unity3D C#
- Made games easier and faster to develop by restructuring code base using Zenject, a DI framework
- Communicated project status and problems weekly with management to set checkpoints, deadlines, and next steps

## Projects

- |      |   |               |
|------|---|---------------|
| 2019 | <b>Twitter Geolocations</b> , Search engine indexer for Twitter Tweets that can answer search queries based off of geolocation data and display the results on a map - Python | Riverside, CA |
| 2018 | <b>Compilers</b> , Compiler for the Mini-L language, which features variables, expressions, functions, loops, and branches - C++, Flex, Bison                                 | Riverside, CA |
| 2018 | <b>Nothing is Sacred</b> , Game in which you play as a black market smuggler buying and selling products in a Communist regime - Unity3D, C#                                  | Riverside, CA |
| 2018 | <b>Ray Tracer</b> , Ray tracer that can render scenes of basic geometrical objects using z-buffering, reflection, and refraction - C++, OpenGL                                | Riverside, CA |

## Extracurricular & Awards

- |           |  |               |
|-----------|--|---------------|
| 2019      | <b>ACM@UCR Member of the Month</b> , Recognized for my constant contributions to help fellow Association of Computing members at my local school chapter in coursework, projects, and professional development | Riverside, CA |
| 2016-2019 | <b>Dean's Academic Distinction Award</b> , Recognized for my stellar academic performance in maintaining a 3.90+ GPA at the end of each year   | Riverside, CA |
| 2018      | <b>15th @ SoCal Regional ICPC (International Collegiate Programming Contest)</b> , Placed 15th, the best in my school's history, among 90+ competing teams at SoCal Regional ICPC                              | Riverside, CA |

## Technical Skills

**Languages** C++ (Proficient), Python(Proficient), C# (Proficient), C (Familiar), Bash (Familiar)

**Front-end** HTML5, Sass, Bulma

**Tools | Frameworks** Git, Linux, Unity3D