# **Angel Aguayo**

**Phone:** (333)-333-3333 **Email:** fake.email@gmail.com

#### **Education**

The University of Arizona

B.S. in Computer Science, Mathematics Expected Graduation: May 2020

GPA: **3.250** 

**Awards:** Deans List for 3 Semesters

**Relevant Skills:** (*Proficient*): Python, Java, C, MIPS (*Familiar*): Javascript

# **Work Experience**

# Section Leader University of Arizona

August 2018 – Present

- Lead and teach a section of 25 students each week about current topics being taught in their current CS course, improving overall performance of students in the classroom.
- Asses student's mathematical and programming skills in weekly assignments, providing feedback for improvement.

## • Computer Science Intern

## NP Photonics Inc.

June 2019

- Developed and designed workflow automation to streamline tasks such as timesheets, work orders, as well as multiple others.
- Reduced workflow to a near paperless system using Microsoft Flow, allowing the CTO to change it as needed.

#### • Research Assistant

## University of Arizona

*May 2017 -- May 2019* 

- Aided in design of initial algorithm to analyze covert channels in Android applications with static taint analysis to derive a method of preventing leakage of confidential information to malicious sources.
- Developed test android applications containing covert channels to break and strengthen the algorithm

# • IT/Systems Intern

### Statefarm Insurance

*May 2018 -- July 2018* 

- o Developed and designed UI/backend with JavaScript with React for a self-service portal that automates database management/alterations through service calls.
- o Used as an internal tool for several database teams within the company on a daily basis.

#### **Projects**

# • Zerg Rush

- Tower Defense application developed as a team-based final project with the use of Java and JavaFX.
- o Developed game balance, audio system, and combat system

## • Chore-ganizer

- Developed and produced a demo of an application to streamline and incentivize chore organization for parents and children.
- o Implemented main UI through the use of Java/Android Studio.

## • Chip-8 Emulator (In-Progress)

o Emulation of the Chip-8 VM using C in order to recreate the CPU by managing opcodes, cycles, as well as audio and visuals using the SDL library

#### **Activities**

Attended HackArizona 2017, 2018, and 2019, as well as GameJam in fall of 2018. Participation of UA Game Development Club.