Armando Salcido

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Education

University of California Irvine   September 2016 – June 2020
Bachelor of Science, Computer Science

Open Source Contribution

PlasmaPy | Python   April 2021
https://github.com/PlasmaPy/PlasmaPy
- Edited the flake8 metadata in the setup.cfg file by removing previously ignored lint errors
- Fixed lint errors in corresponding files that were breaking PEP8 guidelines to improve continuous integration
- Communicated with maintainer for clarification on the requirements to ensure specifications were met

Projects

Brush | Node.js, Bootstrap 4, HTML/CSS   Nov 2020 - Mar 2021
https://brush-paint-app.herokuapp.com/
- Developed a RESTful Full Stack web application where users create public artwork on a JavaScript canvas
- Users can login/register, create/upload artwork, enter comments, follow other Users, and like/favorite art
- Server side is built with Express.js and deployed using Heroku and a cloud database MongoDB Atlas

Chess/AI | C++   Jan 2019 - Aug 2019
https://github.com/aksalcido/Chess-Game-AI
- Coded an in-console interface of the board game Chess with opponent AI
- Smarter AI is implemented with the Minimax decision rule to decide the best move to make on the board
- Minimax uses the Alpha-beta Pruning algorithm to decrease nodes to evaluate for optimization of runtime efficiency

Pacman | Python   Aug 2018 - Sep 2018
https://github.com/aksalcido/Pacman
- Re-engineered the famous arcade game Pacman
- GUI developed in Python's tkinter package and imaging library Pillow for image importing
- 4 enemy AI follow unique movement patterns, with the primary pathfinder implemented using the Breadth-first search algorithm to find the User

Text File Analyzer | Java   July 2021
https://github.com/aksalcido/Text-File-Analyzer
- Multithreaded application that analyzes text files and outputs statistics such as unique and misspelled word count
- Command-line Interface prompts user input text files and number of threads to use per task
- Utilization of 3 max threads for the program improves runtime by approximately 15%

YouTube-dl Wrapper | Python   May 2021
https://github.com/aksalcido/YouTube-Video-Converter
- Wraps the YouTube-dl command-line program into a Python program for ease of use converting videos to mp3
- Uses Python's web framework Flask to deploy a local web page hosting the application

Technical Skills

- **Languages**: Python, C++, Java, JavaScript, HTML, CSS, SQL
- **Tools and Frameworks**: Git, Node.js, Express.js, Bootstrap, Docker
- **Databases/Other**: MongoDB, MySQL, REST Architecture, Object Oriented programming
- **Operating Systems**: Windows, MacOS, Unix/Linux
- **Coursework**: Information Retrieval, Artificial Intelligence, Operating Systems, Data Management, Computer Networks

Work Experience

Starbucks | Irvine, CA   May 2017 - Sep 2019
- Performed a multitude of tasks including assisting customers, making drinks, and cleaning
- Communicated with coworkers concerning orders or problems to improve work-flow efficiency
- Ensured customer satisfaction, resolved issues, and directed and managed a team of 10 members