

ENRIQUE DAVALOS

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Creative and inspired 3rd year computer science university student, actively learning new technologies, and motivated to grow his skills in a professional setting.

EDUCATION | University of California, Santa Cruz

BS Computer Science – *Class of 2022*

Coursework: Algorithms, Data Structures, Computer Systems, Web Applications, Functional Programming, Programming Abstractions, Database Systems, Discrete Mathematics, Linear Algebra, Probability Theory, Calculus I & II

PROJECTS | Safer At Home

2nd place winner of Google's HackDSC 2020 hackathon.
Collaborated on a game written in Unity with the premise of avoiding catching COVID-19 while acquiring food and healthcare.
<https://github.com/NeroModu/safer-at-home>

Blockchain API

Created a Java library that implements a block chain object. Allows for decentralized saving and loading of a single shared blockchain.
<https://github.com/mtxrii/Chain-API> • <https://blockchain.edavalos.com>

Mingress

Produced a VueJS & Go full stack web app that stores and displays product listings and statistics. Uses Postgres for database.
<https://mingress.edavalos.com>

Icono

Built a logo generator that when given a string, creates a unique image.
<https://icono.edavalos.com>

Stamp Lang

Invented a scripting language written in Java. Indent based like python, with standard loops as well as procedural line jumps.
<https://github.com/mtxrii/STAMP-Language>

SKILLS | Languages

Human: English, Spanish

Computer: C, C#, Java, Scala, Kotlin, Go, Python, JavaScript, TypeScript, OCaml, SQL, HTML5, CSS3

Tools / Frameworks

Vue, React, p5.js, Node.js, Postgres, Firebase, Unity, Git, Unix, Pandas, PyTorch