

Kevin Jason Barrios

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EDUCATION

Bachelor of Science in Computer Science

Expected: December 2024

University of Nevada - Las Vegas

- Governor Guinn Millennium Scholarship
- Dean's List Fall 2023
- Relevant Courses: Analysis of Algorithms, Computational Linear Algebra, Computer Logic Design, Computer Organization, Data Structures, Information Assurance, Machine Learning, Statistical Methods, Operating Systems

PROJECTS

Tip Distribution Assistant

January 2024

- Developed the "Tip Distribution Assistant" using C++ to streamline tip distribution processes at a food truck, reducing manual workload and potential errors for managers.
- Employed standard I/O streams and file handling to streamline input and output processes, enabling seamless management of employee data and tip records with CRUD functionality for efficient tip distribution operations.
- Utilized fast computation techniques to efficiently process data and generate accurate tip payment calculations for each employee.
- Contributed to increased efficiency and accuracy in tip distribution procedures, demonstrating problem-solving skills and software development proficiency.

Conway's Game of Life Simulation

December 2023

- Developed a Conway's Game of Life simulation using JavaScript, HTML, and CSS, leveraging the p5.js library for rendering and interactivity.
- Designed a user-friendly interface with HTML and CSS, featuring project title display, interactive game board/grid, and intuitive controls for starting and stopping simulations, demonstrating proficiency in front-end web development and interactive design.
- Utilized data structures such as stacks and two-dimensional arrays to efficiently store and manipulate cell states, ensuring smooth simulation performance and scalability.

Snake Game

June 2023

- Created a Java-based Snake game using the LibGDX framework, employing advanced rendering techniques, responsive UI design, and optimized game logic for smooth gameplay across multiple devices.
- Designed and implemented the game logic, including the movement of the snake, collision detection, and scoring system, demonstrating proficiency in algorithmic problem-solving and game development concepts.
- Leveraged LibGDX's viewport feature to optimize the game's rendering for various screen resolutions, enhancing compatibility and user experience.
- Tested and debugged the game to ensure smooth gameplay experience across different platforms, refining skills in software testing and troubleshooting.

EXPERIENCE

Coding Instructor

October 2023 – Present

The Coder School Las Vegas

Las Vegas, NV

- Conducted engaging coding classes for small groups of 4-6 students in a classroom setting, focusing on programming languages such as Python, Javascript, and C++, ensuring each student received personalized attention and guidance.
- Guided students through the development and completion of coding projects, emphasizing problem-solving skills and creativity in their implementations.
- Collaborated with fellow instructors and management to develop curriculum materials, lesson plans, and teaching strategies tailored to the needs and interests of individual students.
- Demonstrated patience and adaptability in addressing student challenges and questions, promoting a supportive and inclusive learning atmosphere.

SKILLS

Technical: C, C++, Python, Java, Excel, HTML, CSS, JavaScript, Linux, R, x86 Assembly, Adobe Photoshop, Git, Microsoft Office Suite, Object Oriented Programming

Professional: English, Spanish, Adaptability, Analysis, Collaboration, Documentation, Tutoring