Logan Corrente

http://corrente.dev

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EDUCATION

- **University of California, San Diego -** B.S. in Mathematics-Computer Science — Expected June 2024
  Coursework: Data Structures & Algorithms, Calculus, Linear Algebra, Discrete Math & Graph Theory

- **Clovis Community College -** A.S. in Mathematics, Computer Science, and Psychology — Graduated
  Associates in Science in Mathematics and in Computer Science — *Jan. 2020 – May 2022*

WORK EXPERIENCE

- **UCSD Qualcomm Institute** — La Jolla, CA
  Makerspace Intern — *Oct. 2022 - Present*
  - **Software**: Developed a comprehensive software solution that revolutionized the check-in process for hundreds of students and staff per day using their unique ID's, enhancing the overall efficiency of space utilization.
  - **API**: Integrated the software seamlessly with the Fabman API, ensuring real-time data synchronization and optimal ID functionality with roughly 10 machines in the space.
  - **Database**: Interfaced the software with Google Sheets and Google's API, storing thousands of user and staff information for ease of use and access.

- **Sante Health Systems** — Fresno, CA
  Workstation Tech Intern — *July 2022 - Sep. 2022*
  - **Automation**: Developed a script utilizing PowerShell to extract and synchronize staff information from the Active Directory on Windows servers.
  - **Data Analytics**: Observed and manipulated data for the business using excel with different tools and formulas.

- **Clovis Community College** — Fresno, CA
  Computer Science Tutor — *Aug. 2021 - Aug. 2022*
  - **Class Tutor**: Served as the class tutor for Professor Kerney, aiding students with any questions they had and homework assistance.
  - **Tutoring**: Helped students understand programming algorithms and concepts within a tutorial center on campus and online.

EXTRACURRICULAR

- **NASA Academy**
  L'Space Mission Concept Academy Certificate — *May 2022 – Sep. 2022*
  - **Project**: Developed and organized a mock mission to the martian surface in order to gather data on potential life on Mars.
  - **Science Lead**: Served as the science lead for my team, planning and organizing meetings and tasks, while researching scientific technologies and instruments to be used in our mission.

PROJECTS

- **2D Indie Game**: Developed a top down 2D indie game for a game jam over a weekend with a few friends using Unity and C#.
- **2D Platformer**: Developing an indie platformer game using the Monogame Framework in C#. Programmed things like movement, player vision, physics, etc.
- **Physical Carnival Game**: Built a custom carnival game with a team that had a custom GUI and used sound sensors as the game mechanic. GUI was created using Tkinter and Python.

PROGRAMMING SKILLS

- **Languages**: C++, C, C#, Python, Javascript, Java, SQL, Assembly, HTML/CSS

- **Technologies**: UNIX, Windows, Linux, Unity, Unreal, Monogame