Isaias Villanueva

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EDUCATION

University of California, Riverside   Riverside, CA
Bachelor of Science in Computer Science   *2026*

GPA: 3.50
Relevant Coursework: Software Construction, Edge Computing, Compiler Design, Discrete Mathematics, Data Structures and Algorithms, Data Oriented Computing

LEADERSHIP & ACTIVITIES

Highlander Gaming   Riverside, CA
Treasurer   *May 2024 - Present*

- Manage funds for a club with over 4,000 members
- Organize fundraiser events, increasing funding for club events and Esports teams.
- Keep logs of our spending to ensure we stay within budget.
- Coordinate club events that regularly attract hundreds of students across campus.

Esports Team Manager   *September 2023 - Present*

- Team Manager for Highlander Gaming's Super Smash Bros. Ultimate team.
- Direct team operations, including travel and practice arrangements, optimizing budget allocation.
- Foster relationships with other universities, enhancing team skills and establishing strong connections.
- Run regional tournaments that promote campus and regional community participation.

PROJECTS

ACM Data Science Project   Riverside, CA
R, ggplot   *January 2025 - March 2025*

- Collected survey responses from students to assess university satisfaction.
- Performed data cleaning to ensure data integrity and usability.
- Conducted data analysis using R to compare commuter and non-commuter student experiences.

ACM Web Developer   Riverside, CA
Typescript, Next.js, React Query, Tailwind CSS, Prettier, Eslint   *March 2025 - June 2025*

- Developed a responsive and accessible web application using TypeScript and Next.js for the Riverside Surging Dragons organization.
- Designed components using Tailwind CSS for rapid and consistent UI development.
- Participated in code reviews and version control using Git and GitHub.

Smart Light System   Riverside, CA
Python, JavaScript, Firebase, Arduino, Jetson Nano, Raspberry Pi   *April 2025 - June 2025*

- Designed and implemented a Smart Light, implementing on edge, fog, and cloud layers.
- Used RandomForestClassifier to train a classifier to identify scenes.
- Implemented a realtime database and live web application via Firebase

Create Your Own Adventure   Riverside, CA
C++, SQLite   *October 2024 - December 2024*

- Collaborated with a team of four developers to design and implement an interactive storytelling tool in C++, enabling users to craft and navigate choice-driven narratives.
- Implemented SQLite features to allow for functionality such as saving and loading user data to enhance engagement and narrative complexity.

SKILLS

Languages and Frameworks: C++, Python, C#, C, SQLite, HTML, CSS, TypeScript, JavaScript
Technologies & Tools: VSCode, Firebase, Next.js, Tailwind CSS, React Query, Git