

Juan Linares

Software Engineer

LA County

(562) 209-5703

juanlinares821@yahoo.com

github.com/jlinares12

TECHNICAL SKILLS

- **Programming Languages:** C++, Python
- **Web Development:** Flask, HTML, CSS, JavaScript, SQLAlchemy
- **Tools & Platforms:** GitHub, Flask-WTF, Flask-Login, Flask-Mail
- **Databases:** SQLite, SQLAlchemy

PROJECTS

Community Garden Website

Technologies: Flask, SQLAlchemy, Flask-WTF, Flask-Login, Flask-Mail, HTML, CSS, JavaScript

- Developed a full-stack web application for managing community gardens, allowing users to register, volunteer, and donate.
- Implemented user authentication and authorization using Flask-Login, ensuring secure access to user profiles and garden management.
- Designed a database schema using SQLAlchemy to manage users, gardens, and volunteer relationships.
- Integrated geolocation services using the Geopy library to map garden locations
- Created a responsive user interface with Flask-WTForms for user registration, garden registration, and volunteer sign-ups.
- Utilized Flask-Mail to send automated email notifications to garden administrators when users signed up to volunteer.

Mancala Game in C++

Technologies: C++, Object-Oriented Programming

- Built a terminal-based Mancala game with robust error handling and modular design.
- Created a custom Makefile for efficient compilation.
- Currently developing a 2D game engine to bring Mancala to a graphical interface.

EDUCATION

California State University, Fullerton - *Computer Science*

GPA 3.12

Expected Graduation - December 2026

Relevant Coursework: Object-Oriented Programming (CPSC-121), Data Structures (CPSC-131), Fundamentals of Software Engineering (CPSC-364)

AWARDS

Recipient of Project ACCESS Grant

- Participated in semi-weekly workshops focused on advanced programming concepts in C++ and Python.
- Enhanced problem-solving skills and deepened understanding of data structures and algorithms.