

Joshua Tlatelpa-Agustin
u1399218@uemail.utah.edu | +1 (385) 245-9768

EDUCATION

BS Computer Science	2022 - 2024
<i>The University of Utah</i>	<i>Salt Lake City, Utah</i>
Guest Student	2021 - 2023
<i>Salt Lake Community College</i>	<i>Salt Lake City, Utah</i>

Coursework: Adv. Compilers (graduate, A), Adv. OS (graduate, A), Interactive Graphics (graduate, A), Computer Architecture, Algorithms & Data Structures, Discrete Structures, Object Oriented Programming, Models of Computation, Probability & Statistics, Software Practice 1 & 2, Computer Systems, Compilers, OS, Database Systems, Computer Graphics, Visualization for Data Science, Algorithms

SKILLS

- *Programming Languages:* R, Java, C#, C++, C, Python, Javascript, MySQL
- *Additional Skills:* Linux, PC Hardware Assembly, VTune Profiling, Video/Audio Editing

RESEARCH

DRAMHiT (high-performance hashtable)

Ongoing

- Building the next iteration of DRAMHiT under the supervision of Dr. Anton Burtsev.
<https://mars-research.github.io/projects/dramhit/>

PROJECTS

JPL Compiler (class solo project)

- Developed a compiler for the JPL programming language as part of a programming-intensive course. The project included a lexer, parser, type checker, simple optimizations, and assembly generation. Spec:
<https://github.com/utah-cs4470-sp23/class/blob/2023/spec.md>
- *Technologies:* C++ (~12,000 lines), x86-64 asm

BF Compiler/Interpreter/Profiler (class solo projects [*graduate level*])

- Developed an interpreter and compiler for BF, a minimalist, Turing-complete esoteric language. The compiler includes optimization passes for loop elimination and utilizes vector instructions in assembly generation to accelerate memory seeking. Spec:
<https://www.muppetlabs.com/~breadbox/bf/>
- *Technologies:* C++, x86-64 asm, SIMD, LLVM

Learning Management System (class project, group of two)

- Implemented multi-phase project to develop a learning management system (LMS) resembling Canvas, involving designing a database, creating SQL tables, building a web server, and online deployment.
- *Technologies:* C#, MySQL

xv6 OS Additions (class solo projects)

- Expanded on xv6 (simple, Unix-like OS) which included adding custom system calls and implementing posix threads. With this came a lot of low level debugging and understanding of operating system principles and organization.
- *Technologies:* C

OpenGL Project(s) (class solo projects *[graduate level]*)

- Wrote various real-time interactive graphics applications each utilizing one of the following techniques: transformations, shading, textures, render buffers, environment mapping, shadow mapping, tessellation, and instancing.
- *Technologies:* C++, OpenGL, GLFW, GLEW

HONORS AND AWARDS

Jerry Taylor Scholarship (Summer 2023)

This scholarship is designed to support second year students who have demonstrated course & character in response to a major challenge in life, or in pursuit of their education.

- \$2,500 USD

Dean's List (University of Utah)

A student who earns a grade point average (GPA) of 3.5 or higher in at least 12 graded hours during any one term (including summer) shall be placed on the Dean's List.

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|---------------|------------|------------|
| • Spring 2024 | GPA: 3.925 | 12 credits |
| • Fall 2023 | GPA: 4.00 | 12 credits |

President's List (Salt Lake Community College)

Students on the President's List completed nine or more credit hours in one term with a grade point average of 3.8 to 4.0.

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| • Summer 2021 | GPA: 3.91 | 14 credits |
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Dean's List (Salt Lake Community College)

Students on Dean's List completed nine or more credit hours in one semester with a grade point average of 3.5 to 3.79

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| • Summer 2023 | GPA: 3.56 | 18 credits |
| • Fall 2021 | GPA: 3.60 | 16 credits |
| • Spring 2021 | GPA: 3.69 | 16 credits |