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## EDUCATION

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### University of Puerto Rico at Mayagüez

B.S. Software Engineering

Relevant Coursework: Data Structures, Discrete Math, Advanced Programming (OOP), Programming Languages, Algorithm Design & Analysis, Computer Architecture 1 & 2, others

08/2017 – 05/2023 (Expected)

Graduation GPA: 3.61 | May 2023

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## TECHNICAL SKILLS

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- **Programming Languages:** Python, Java, JavaScript, CSS, HTML, C, C#, ReactJS, NodeJS, Bootstrap, SQL, Scala, Go
- **Technologies:** Excel, Word, PowerPoint, Microsoft Teams, Microsoft Office applications, Eclipse, PyCharm, DataGrip, Visual Studio Code, Git, GitLab, GitHub, Photoshop, AutoCAD, Figma, Material UI, Wix, MATLAB, PowerBI, WordPress, Docker
- Experience with **Waterfall methodology** and **SCRUM** as a **SCRUM master** and **SCRUM developer**.
- Experience working with **software documentation**, creating **system diagrams**, enumerating **software requirement**
- Experience in **creating** and **optimizing complex algorithms**, in **debugging** and creating **unit tests**

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## PROFESSIONAL EXPERIENCE

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### Technical Project Manager & Webmaster

06/2022 – Present

University of Puerto Rico at Mayagüez

- Management of the project life cycle from inception to closure.
- Gathering requirements for planning, developing, and managing changes to the project idea, scope, and objectives, as well as the project schedule and work plan.
- Establish organization and management of tasks, using **SCRUM** artifacts and the **Azure DevOps** tool.
- Meet with the Director and supervisors to clarify requirements and ensure stakeholder needs are being met.
- Oversaw a team of two developers to ensure that they have all the necessary tools to complete the tasks and that the work environment is pleasant for them.
- Delegate project tasks based on team members' individual strengths, skill sets, and experience levels.
- Creation of web page using **Figma**, **WordPress**, **WPBakery**, **PowerBI**, **Excel**.
- Creation and maintenance of project documentation for future webmasters.

### Software Engineer Intern

06/2021 – 07/2021

Honeywell

- Collection and analysis of data used to run tests on different EGI (Embedded GPS / INS) units.
- Creation and presentation of a **SCRUM** workshop for full-time employees to assist them in implementing this knowledge into their framework.
- Creation of test scripts for the units in the company's programming language.

### Software Developer Intern

01/2020 – 07/2020

Nagnoi, LLC

- Analyzing raw data and transforming it into data sets to develop compelling visuals, including dynamic graphs and tables, using **SQL**, **JavaScript**, and **Microsoft Azure**.
- Developed dynamic and interactive new features for the School Report Card (Puerto Rico Department of Education) using web technologies (such as **JavaScript**, **HTML**, **CSS**) to provide a user-friendly and responsive interface experience.
- Data validation and analysis to perform data cleansing and ensure data quality.
- Analyzing key metrics to create clear data insights/visualizations to be consumed by end users.
- Promote communication and teamwork to streamline processes and meet deadlines in a fast-paced environment.
- Participated in Sprint Planning, Daily Scrum, Sprint Review and Sprint Retrospective, as well as task management in backlog.

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## LEADERSHIP EXPERIENCE

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### Advanced Programming Mentor

01/2019 – 01/2020

University of Puerto Rico at Mayagüez

- Clarify the students' doubts and try to guide them so they can find a solution.
- Test the laboratories, in Java, to ensure that there were no issues the day of the laboratory.

### UPRM Hacks for Kids Instructor and Project Designer

03/2019 - 04/2019

University of Puerto Rico at Mayagüez

- Presented the idea of a game-based learning project to the Computer Science Engineering department.
- Created a game where children could learn and have fun at the same time.
- Administered the workshop and throughout the game, I taught **100+ children** programming concepts.

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## PROJECT EXPERIENCE

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### UPRM RoboBoat Team

09/2019 – 05/2022

Programmer in Software Division

- Work on the **design**, **implementation**, and **testing** of the **behavior tree** using the **Python** programming language and **PyTrees**.
- Creation of diagrams for the design of behavioral trees.
- Work on the **implementation** of methods used in **artificial intelligence**.
- Work on **Unity** with a boat simulation for the competition.

**Other Projects:** Synclink (team schedule web app), Platealo (recipe finder web app), RNECT (research finder web app), Global Pet Sitter (Pet sitter finder web app), BIOnyx (programming language for computational biologists)