

## EDUCATION

Los Angeles, Ca	<b>California State University, Los Angeles</b>	Fall 2015 – May 2018
<ul style="list-style-type: none"><li>• B.S in Computer Science, May 2018</li><li>• <i>Electives</i>: Artificial Intelligence, Concurrent and Distributed Programming, Cryptography, Data Science, and Robotics</li></ul>		

## EMPLOYMENT

Software Engineer II	<b>Raytheon Technologies</b> El Segundo, Ca	February 2019 – Present
<ul style="list-style-type: none"><li>• Develop software for radar sensors.</li><li>• Design and develop a metrics visualization tool for data analysis.</li><li>• DoD Secret clearance level.</li></ul>		

Instructional Student Assistant for Computer Science	<b>California State University, Los Angeles</b>	Fall 2016 – Spring 2017
<ul style="list-style-type: none"><li>• Provide supplementary instruction and assistance to students for various computer science courses.</li><li>• Evaluate student skill set and provide help to clarify concepts.</li></ul>		

Configuration Controller	<b>Pacific Contours</b> – Anaheim, Ca	2008 – 2013
<ul style="list-style-type: none"><li>• Build EBOM/MBOM and parts list configurations in Epicor ERP System.</li><li>• Maintain company website; upload photographs, documents, and profile updates.</li></ul>		

## LANGUAGES AND TECHNOLOGIES

- Java, Python, Javascript, C, MySQL, HTML/CSS; MEAN Stack, Flask; OpenCV, scikit-learn, Numpy, and Pandas
- MacOS; Ubuntu, RedHat7, Centos7; Windows 10; Visual Studio, VSCode, Eclipse, Pycharm; emacs
- Docker, Jenkins, Artifactory, VMWare, git
- Fluent in English and Spanish

## TECHNICAL EXPERIENCE

### Projects

- **Robosub 2018** – Computer Vision Lead – *Robonation: Autonomous Underwater Vehicle Robotics Competition*.
  - Design and develop the object-detection software architecture.
  - Use machine learning and computer vision to detect underwater objects using Python and OpenCV.
  - Develop preprocessing techniques and tools to achieve higher detection accuracy and minimize computation.
- **Lupita's Café** – Point of Sale (POS) software tracks finances and inventory for selling beverages in a night club.
  - Design and develop a touch screen graphical user interface (GUI) using JavaFX.
  - Modeled from the ground up using object-oriented principles.
- **Image-Cropper-GUI** – Tool for cropping and labeling training images for machine learning applications.
  - Implemented in Python using OpenCV's high level GUI API.
  - Store cropped images to disk along with a log file with coordinates and label classification.

## ADDITIONAL EXPERIENCE AND AWARDS

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|--|---------------------------|
| • <b>Association for Computing Machinery</b> – <i>California State University, Los Angeles</i> | Spring 2016 – Spring 2017 |
|--|---------------------------|
- Executive Council Member (*Fall 2016 – Spring 2017*)
    - Teach and assist in coding workshops, planning events, and meetings.
  - ACM Member of the Quarter Award - *Spring 2016*
  - ACM Picade - *Spring 2016*
    - Outfit a team-built arcade cabinet with a Raspberry Pi 3, two arcade sticks, monitor, and speakers.
    - RetroPi was the platform used for student to develop, create, and upload games.
  - ACM Magic Mirror – *Spring 2017*
    - Install a personal assistant mirror with a Raspberry Pi 3 and supported open-source software.
    - Demonstrate to students and members how software and hardware collaborate.