Raul E. Perez

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Dedicated, hardworking, and sociable with a solid background of working well alone and with a team.
Technically proficient in C, C++, C#, Xamarin, Python, Linux, and Windows.
Strong communication skills in both English and Spanish.

Education

California State University San Marcos
Bachelor's in Computer Science
Graduation: May 2018
Overall GPA: 3.0

Technical Experience

Awarded Top Overall application grand prize of San Diego Code Day 2016

Performed various hour-long lectures on a monthly basis covering a wide range of topics and applications. Topics of lectures include available careers in computer science, extracurricular programming projects, and how to build a PC.

Responsible for organizing various workshops throughout the Spring 2018 semester on behalf of ACM. Workshops include Introduction to Python, Introduction to Java, Mob Programming, and Game development.

Experienced in handling computer hardware and software through the process of assembling and configurating several computers for both home users and business applications.

Related Experience

Teaching/Volunteering: Volunteered through Upward Bound, appointed to lead a group of High School students in creating and programming robots using Arduinos.

Leadership/teamwork: Headed the Bass Clarinet section of the Vista Murrieta Golden Alliance. Organized sectionals, instructed beginners in playing and marching, promoted synergy and commitment within the group, led by example in practice and attitude.

Customer service: Experience behind a register, as well as talking to costumers in person and over the phone to help and find products, explain contracts, resolve issues, or give information in both English and Spanish.

Relevant Classes

CS311 – Data Structures: Developed a thorough understanding of several advanced methods for implementing the abstract data types and the time used by each method.

CS433 – Operating Systems: Operating system design and implementation, process coordination and scheduling, deadlocks, interface devices, memory and device management, networks and security, distributed and real-time systems.

CS441 – Software Engineering: Discussion of principles, techniques, and tools used to affect the orderly production of medium- and large-scale computer software, with a focus on problem-solving concepts, software development process, software requirements and specifications, verification, and validation.

CS481 – Mobile Programming: Development of cross platform applications for mobile devices including smart phones and tablets. Course taught using C# and Xamarin.Forms mobile technology

Work experience

Cal Amp - Associate Test Engineer (June 2018 – Current): Worked alone and with a team to complete unit testing of various products as they received updates or advanced through development. Performed device validation activities and helped develop automated regression tests. Used a git system to track the development of new regression tests. ticketing system to track new features, issues, and validation progress. Preformed field tests with devices to verify device features in a real-world environment.

Vice President of CSUSM Association for Computing Machinery (ACM) (2017 – 2018): Worked alongside other democratically elected officers to host talks, workshops and events that aid members in advancing their knowledge of opportunities available through computer science.

The master Musician - Sales Representative/Translator (July 2015 – August 2017): Assisted customers breaking down and explaining contracts in both Spanish and English to effectively guide costumer through its completion. Created functioning Python script to automate the creation of letters sent to customers once their instrument was paid off.