

Abraham Rubio

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EDUCATION

Bloomfield College

Bloomfield, NJ

Bachelor of Science in Computer Science & Game Programming

May 2025

GPA: 3.69

Relevant coursework: Java Object Oriented Programming, Web Programming, Data Structures & Algorithms

SKILLS & CERTIFICATIONS

Programming: Java, C#, Python, HTML, CSS, Javascript, ReactJS

Tools: Unity3D, VSCode, Git, IntelliJ

CodePath Course Certifications: Mobile App Development (2022), CodePath Interview Prep (2022)

RELEVANT EXPERIENCE

Bloomfield College - Computer Science Tutor | Bloomfield, NJ

September 2022 – December 2022

- Tutoring computer science students, in various college-level programming materials, including Java and C#, covering logic and different programming methodologies and approaches to debugging code

SOFTWARE PROJECTS

School Hub (Android App) - **Lead Android Developer** | Team of 4

[GitHub](#)

- Developed an Android application using Java and XML that allows users to subscribe to clubs and organizations on campus to receive updates about upcoming events as lead developer in a cross-functional team
- Assessed the project weekly to ensure all GitHub milestones were incorporated into the final product
- Integrated campus RSS feed allowing users to view campus news effortlessly by reading the raw RSS feed from the school website and parsing the data for the end user
- Implemented authentication and database features using Back4App as the backend, ensuring users could securely access their profiles and information.

Personal Portfolio Website (Website) - **Web Developer** | Team of 1

[View Project](#) | [GitHub](#)

- Designed and developed a responsive portfolio website using HTML, CSS, and Javascript, showcasing my skills and previous work.
- Created a clean and user-friendly interface that allows visitors to easily navigate and learn more about my experience, skills, and projects.
- Deployed the website on a web hosting platform, ensuring it is accessible to a global audience.

Gold Rush (Web Video Game) - **Game Developer** | Team of 3

[View Project](#) | [GitHub](#)

- Led a multidisciplinary team of three as the lead game developer to produce a web-based video game in just two months.
- Utilized Unity to implement cutscenes, player movement, collectibles, and other scripts using third-party plugins
- Designed and programmed the user interface functionality throughout the game using C#
- Collected data from playtesters by observing them as they played and interviewed them afterward to improve gameplay through multiple iterations

LEADERSHIP

Game Development Club | **Founder, President** | Bloomfield College

September 2022 – Present

- Lead on-campus club operations and activities dedicated to teaching others about video game production
- Recruit new members through on-campus flyer campaigns and communicate with student government leaders to ensure club success
- Delegate tasks and ensure the club officers understand their responsibilities to motivate members to fulfill their expected duties and task
- Facilitate weekly discussions on the player experience after playing popular video game titles

Robotics Club | **Lead Robotics Engineer** | Donald M. Payne School of Technology

September 2016 – June 2020

- Engineered robots within a team of 10 to compete in the FIRST Tech Challenge competition yearly
- Designed and implemented autonomous code in Java to score points during the competition
- Performed tests on robotic systems and troubleshoot any diagnostic issues