

Abraham Rubio

Newark, NJ • 201-873-2356 • a.rubio1224@gmail.com • [LinkedIn](#) • [GitHub](#) • [Portfolio](#)

EDUCATION

Bloomfield College of Montclair State University

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, React, MySQL

Tools: Unity3D, VSCode, Git, IntelliJ

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

PROJECTS

Service Journal (Mobile App) - Sole App Developer | [GitHub](#)

May 2023 - Sept. 2023

- Developed a mobile app using React Native, Expo, and Firebase authentication, following the Software Development Lifecycle principles, to enable users to track completed services for clients, enhancing business efficiency
- Collaborated with a landscaping company to gather feedback and tailor the app to specific business needs, prioritizing features for optimal user experience
- Created a prototype with multi-stage forms for journal entries, utilizing ExpressJS for the backend and a MySQL database hosted on PlanetScale for data management

School Hub (Android App) - Lead Android Developer | [GitHub](#)

March 2022 - May 2022

- Led a cross-functional team in developing an Android application using Java and XML that allows users to subscribe to clubs and organizations on campus to receive updates about upcoming events
- Conducted weekly sprints to ensure the team met project milestones and incorporated them into the final product
- Integrated a campus RSS feed, allowing users to effortlessly view campus news by parsing raw RSS data from the school website

Gold Rush (Web Video Game) - Game Developer | [GitHub](#)

Oct. 2022 - Dec. 2022

- 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 & EXPERIENCE

Games Club | Founder, President | Bloomfield College of Montclair State University

Sept. 2022 – Present

- Founded and presided over a club with 15 members dedicated to educating members about video game production
- Successfully recruited new members through strategic on-campus campaigns and collaboration with student government
- Directed club operations and weekly discussions on player experiences

Bloomfield College - Computer Science Tutor | Bloomfield, NJ

Sept. 2022 – Dec. 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

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

Sept. 2016 – June 2020

- Built 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