Roberto (Andre) Mossi Milla

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SUMMARY

Full-Stack developer studying for a B.S. In Computer Science. Developed side projects, took online classes, and studied at Gannon University with the goal of increasing my knowledge.

WORK EXPERIENCE

Dinant, Tegucigalpa, Honduras
Full-Stack Developer, June - July 2023

- Managed databases of thousands of clients' using SQL, and created an app to visualize and interact with the data. Out of the many databases, one of them was meant to keep track and find assistance with ease, if needed, of all the machinery details like current conditions of the various companies equipment's we worked with. Another database that I worked with, was used for keeping information of products purchase, status, and type of plan as to have a faster and effective interaction with the clients.

- Created web apps utilizing Apex Oracle, JavaScript, CSS, and some HTML for business clients that are prominent latino sellers. The purpose of one of them was to generate digital contracts with easiness by updating in real time possible answers in the required filling fields as the user makes choices and based on users' permissions. Another one was an assistance app meant for factory workers we were affiliated with to ask for help. Based on the users profile and filled up fields, the program will determine the best possible helpers they may need for their necessities.

Gannon University, Pennsylvania, United States
Research Assistant, August 2024 - May 2025

- Working with a professor to develop a research about simulation of organisms meant to emphasize the natural selection under environmental constrains.

- The idea behind the project required implementations of Neuro Evolution of Augmented Topologies(NEAT Algorithm) to have entities which can wire their brains through reinforcement learning in different tasks given.

- With the use of technologies like C++, Cuda, CMake, and Unreal Engine, worked on bringing organisms to life with artificial intelligence to study their behavior under a survival assignment, in this case a game of tag.

- Paper got accepted, praised, and published by the American Societiy For Engineering Education (ASEE). Also presented at a conference held by Sigma XI at Penn State Univeristy.

Teacher Assistant, August-December 2024

- Volunteer as a teacher assistant. Responsible for assisting students with clearing any kind of doubts that arrive in the class.

Student Technician, August - December 2022

- Worked at the IT department of the university. Was responsible for giving assistance in technology related issues to students and professors 5 days a week.

Yakiniku Byakutan, Tokyo, Japan
Staff, December 2022

- Volunteer kitchen assistant. Was responsible for making sure that the cleanliness of the restaurant was on par with the health registry standards.

EDUCATION

Gannon University, Pennsylvania, United States
Bachelor of Science in Computer Systems Engineering, Present

Harvard University, Online
CS50's Introduction to Computer Science, December 2022

Extreme Networks, Online
Introduction to Future Networks, May 2022

ADDITIONAL SKILLS

- Proficient in PowerShell, Bash, and NVim.

- Learned React, Next.js, Vite, and Vercel for the deployment and development of my portfolio and link tree website.

- Intermediate level of C++.

- Knowledge about automatization using CMake, bash, powershell, and fish.

- Learned Linux and made a rice Linux setup with the purpose of increasing my knowledge regarding Operating Systems, understanding how a machine works, and being able to read other people's code.

- Written and oral fluency in Spanish.

- Written and oral fluency in English

- Written and oral beginner in Japanese

QUALIFICATIONS SUMMARY

- 3 years of experience in Windows PowerShell.

- 3 years of experience making games in Unreal Engine.

- 1 year of experience debugging software using Visual Studio, IntelliJ, NVIM, and VSCode.

- 1 year of experience developing software in C++.

- 5 months of experience developing web apps in JavaScript, HTML, and CSS.

- 3 months of experience developing software in Java.

- 3 months of experience developing software in C# and C.

- 2 months of experience developing large scale cloud services.

- 2 months of experience working with Oracle and Oracle Apex.

- 2 months of experience developing websites in NodeJS, React, and Next.js.

- 3 months of experience developing software in Python.

AWARDS AND HONORS

- "School Development Award" award obtained for outstanding development of a videogame using Blueprints in Unreal Engine 4, 2020.

- "School Development Award" award obtained for outstanding development of a videogame using C++ and Unreal Engine 4, 2016.