

Ashton Rich Roxas

✉ ashton.roxas@gmail.com — ⚡ (978) 729-3380 — Manchester, NH

LinkedIn — GitHub

EDUCATION

University of Massachusetts Lowell, Lowell, MA

Anticipated May 2026

Bachelor of Science in Computer Science

GPA: 3.3

Relevant Coursework: Object-Oriented Programming (OOP), Data Structures, Algorithms,

Operating Systems, Computer Architecture, Mobile App Development, Cloud Computing

Honors & Activities: Dean's List, Honors Student, UML Club President

TECHNICAL SKILLS

Languages: Java, Python, SQL, C++, HTML/CSS, JavaScript, C

Tools & Frameworks: AWS, Node.js, Git, VS Code, Azure, SFML, Boost

Concepts: Microservices Architecture, REST/GraphQL APIs, UI/UX Design, Agile

Operating Systems: Windows, macOS, Linux, Virtual Machines

PROJECTS

AudioByte — Python, AWS (AppSync, Lambda, S3, CDK), React

Winter 2025

- Engineered a Microservices based music platform using AWS CDK for Infrastructure as Code, deploying scalable resources across S3, DynamoDB, and Cognito.
- Implemented a secure GraphQL API with Python Lambda resolvers to handle authenticated file uploads and data retrieval.
- Designed a responsive frontend utilizing global state management for seamless audio streaming and user profile statistics.

HawkAdvisor — Kotlin, SQL, Python, Azure

Fall 2025

- Developed a career recommendation platform for UML students, utilizing SQL to map majors to career paths and elective courses.
- Integrated third-party APIs to provide data-driven insights on salary and course ratings, enhancing student decision-making.
- Designed Phase 2 AI features using Azure Cognitive Search to implement semantic search and chatbot capabilities.

Portfolio Website — React, TypeScript, Tailwind CSS, Framer Motion

Fall 2024

- Created a responsive portfolio website with modern component architecture and mobile-first User Interface (UI) design.
- Applied semantic design tokens in Tailwind CSS for consistent theming and enhanced UX with Framer Motion animations.

Sokoban Game — C++, SFML, Unit Tests

Spring 2024

- Developed a 2D puzzle game in C++ adhering to strict Object-Oriented Programming principles.
- Implemented complex game logic, win-state validation, and Unit Tests to ensure code robustness and stability.

LEADERSHIP & COMMUNITY INVOLVEMENT

UML The Filipino Club — President

April 2024 – April 2025

- Leading a team in organizing cultural events, increasing club participation by 40% through strategic planning.
- Managing budgeting and logistics for outreach programs, demonstrating strong organizational leadership.
- Expanding membership through targeted social media campaigns and networking events.