

# AUSTIN C. ROCHA

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| <b>OBJECTIVE:</b>          | To obtain a summer internship in the field of Software Engineering.  |                              |
| <b>EDUCATION:</b>          | <b>Stevens Institute of Technology</b> , Hoboken, New Jersey<br>Bachelor of Engineering in Software Engineering, <b>GPA:</b> 3.264<br><b>Honors:</b> Edwin A. Stevens Scholarship, Dean's List (Fall 2015–Spring 2016)<br><b>Courses:</b> Programming, Calculus I & II, Mechanics, Engineering Design I & II   | Expected May 2019            |
| <b>PROGRAMMING SKILLS</b>  | <b>Operating Systems:</b> Mac OS, Windows, Windows Server 2012 r2, Ubuntu<br><b>Software:</b> Xcode, Netbeans, Visual Studio 2015, GitHub, Atom, Navicat, phpMyAdmin, MySQLWorkbench, Apache Web Server, Wolfram Desktop, Mathematica 11, Excel, Solidworks, Adobe Photoshop CC 2014<br><b>Languages:</b> C++, Java, Javascript, PHP, HTML, CSS, Wolfram, LabView, Matlab  |                              |
| <b>ACADEMIC PROJECTS:</b>  | <b>Stevens Institute of Technology</b> , Hoboken, NJ<br><b>Peerless Tic-Tac-Toe Bot Project</b><br><ul style="list-style-type: none"><li>Utilized Github to host source code for easier group collaboration amongst four team members</li><li>Segmented project into subdivisions and assigned roles and tasks to each group member</li><li>Developed logic for the bots win strategy by predefining known tic-tac-toe strategies</li><li>Identified and remedied bugs in which the player could easily win by testing edge cases</li></ul> <b>Arduino-based Robot Project</b><br><ul style="list-style-type: none"><li>Implemented functions for sensor reading and motor movement to reduce the amount of code required</li><li>Programmed the robot's movement logic with the use of light sensors and calibrated by taking Lux readings</li><li>Optimized the code for easy sensor pin reassignment by making it independent of a given pin</li><li>Generated detailed function documentation for reusability and malleability</li></ul> | 11/15–12/15<br>10/15–12/15   |
| <b>WORK EXPERIENCE:</b>    | <b>Wolfram Research</b> , Hoboken, NJ<br>Student Ambassador:<br><ul style="list-style-type: none"><li>Familiarized with Wolfram's products and technologies, such as, Wolfram Alpha, Mathematica, and the Wolfram Language</li><li>Inform students about the benefits of utilizing the Wolfram Language by hosting on-campus meet ups and stands to increase the use of the Wolfram Stack</li></ul>  | 4/16–Present                 |
| <b>PROJECT EXPERIENCE:</b> | <b>Personal Website (austinrocha.com)</b><br>Web Developer:<br><ul style="list-style-type: none"><li>Optimize web page load times using the Bootstrap framework to ensure efficiency</li><li>Employ GitHub for code management and GitHub Pages for hosting the site</li></ul> <b>Gaming Community Website (au1st3in.net)</b><br>Web Developer/Administrator:<br><ul style="list-style-type: none"><li>Utilizing Materialize Design Framework for site formatting, including CSS and JS</li><li>OpenID Integration for Steam Login, and GameQ Integration for server query</li><li>Work in progress – Admin page for remote server management and maintenance</li></ul>  | 6/15–Present<br>9/14–Present |
| <b>ACTIVITIES:</b>         | Stevens: Technical Enrichment Program, Society of Hispanic Professional Engineers, Computer Science Club, Cyber Defense Team, Philosophy Club, Recreational Archery Club   |                              |

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