

Robin Campos

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INTRODUCTION

Recently graduated from university.

Seeking software development/engineering work, looking to obtain more experience and learn new technologies.

Object-oriented programming hobbyist/enthusiast.

PROFESSIONAL EXPERIENCE

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| 2021 December -
2022 March
Full-time
3-month contract | <u>Intern</u>
at <u>Stellar Science</u> <ul style="list-style-type: none">- Developed UI features for scientific software with Java/Swing- Used the <i>IntelliJ</i> IDE to debug by stepping through stack traces- Learned more advanced Java/Swing features such as component models, flavor listeners, file logging, stream map/filter, Optionals, thread-safety, etc.- Used the project management application <i>Redmine</i> to track issues- Worked within small team of software developers who were all remote- Adhered to strict Java coding standard enforced by peer code review- Submitted changes using Git branches and merge requests. Each Redmine issue was resolved in its own branch.- Wrote unit tests using JUnit 5- Submitted monthly reports of features added to the software in Microsoft Word documents to an SVN repository |
| 2020 October -
2021 April
Part-time
6-month contract | <u>Systems/Network Analyst</u>
at <u>University of New Mexico</u> (Health Sciences Center) <ul style="list-style-type: none">- Developed features for an fMRI analysis application with C++ using Ubuntu Linux- Improved the color-mapping display of data output by analysis- Increased settings that could be saved and loaded to/from save files- Researched and tested GPU acceleration using OpenACC- Installed a new GPU, the CUDA driver, and the associated SDK- Team of developers was small (4 at most) and each developer was assigned to a unique project- Collaboration between developers was rare |
| 2019 January -
2020 March
Full-time | <u>Software Developer</u>
at <u>Electric Playhouse</u> <ul style="list-style-type: none">- Developed various AR video games with JavaScript/Electron, C#/Unity. One of my games (a variant of <i>Brick Breaker</i>) was available to play on-site for several months after I left.- Did not use an IDE to write JavaScript code. We mostly used <i>Sublime Text</i>.- Made use of JavaScript wrappers provided by software developer co-workers- Developed features for depth-mapping tool with C++/openFrameworks- Calibrated depth-sensor stations using the depth-mapping tools that were developed in-house- Developed a hand-tracking software for RGB frames with C++- Developed prototypes of AR simulations according to an architect's design, using Unity/C#- Instructed a new intern- Used Scrum workflow with the development team to track issues and plan weekly sprints, similar to <i>Agile</i> |
| 2017 May -
2019 January
Part-time | <u>Intern</u>
at <u>Storylab Interactive</u> <ul style="list-style-type: none">- Developed scientific software under contract for Sandia National Laboratories with Java/JavaFX and CSS- Designed and presented prototyped UI functionality with the client during weekly meetings- Worked within a small team of software developers and a graphic designer- Developed a local socket server and an app for interfacing depth sensors, using Unity/C#- Developed the desktop puzzle game <i>Bokkusu</i> using Unity/C# with a team of 2 other software developers. The game is available to view in my portfolio.- Saved work to GitHub repositories- Helped fabricate, transport, assemble, and dismantle the projection stands used for dining experiences |

SKILLS

Languages	C, C++, C#, Java, Python, JavaScript, CSS, Matlab, GLSL, SQL
Engines/IDEs	Intellij, Eclipse, Unity, TouchDesigner, Visual Studio Code
Version Control	Git Bash, GitHub, Gitlab, SVN, Bitbucket
Misc.	Ubuntu Linux, socket communication, jQuery, openFrameworks toolkit, GDB, Scrum workflow, Redmine

EDUCATION

Graduated from University of New Mexico with Bachelor's degree in Fall 2018.
Majored in Computer Science, minored in Mathematics.

Portfolio with sample projects: <https://magyk81.github.io/>
References will be provided upon request.