Robin Campos

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INTRODUCTION

I'm hoping to learn new frameworks that are typically used in full stack development or other similar jobs.
I have passion projects that I code with object-oriented programming languages as a hobby.

PROFESSIONAL EXPERIENCE

University of New Mexico
Research Assistant
2023 Jan – 2024 Jan

- Helped improve the accuracy of a feed forward neural network written in **Python** by incorporating principal component analysis using the **scikit-learn** Python library.
- Developed **scientific software** using **Unity/C#**, with a focus on first-person camera maneuvering with spherical coordinates and UI features.
- Integrated a **custom Unity shader** written by a third party in **HLSL** into our in-house application.

Stellar Science
Intern
2021 Dec – 2022 Mar

- Developed **UI features for scientific software** with **Java/Swing**, learning more advanced features such as components, flavor listeners, file logging, stream map/filter, Optionals, and thread-safety.
- Wrote unit tests using **JUnit 5** and Intellij IDE.
- Used *Redmine* to track issues and resolve Git branches/merge requests.
- Worked within a small team of software developers who were all remote.
- Adhered to strict Java coding standard enforced by peer code review.

University of New Mexico
Systems Analyst
2020 Oct – 2021 Apr

- Developed features for an **fMRI analysis application** with **C++** using **Ubuntu Linux**.
- Researched and tested **GPU acceleration** using **OpenACC** and by installing the new GPU with the CUDA driver and associated SDK.
- Operated independently and effectively, despite being in a small team of developers where collaboration was rare.

Electric Playhouse
Software Developer
2019 Jan – 2020 Mar

- Developed various **AR video games** with **JavaScript/Electron**, **Unity/C#**. One of my games (a variant of *Brick Breaker*) was available to play on-site for several months after I left.
- Did not use an IDE to write JavaScript code.
- Developed **hand-tracking software** and features for a **depth mapping tool** with **C++/openFrameworks**.
- Instructed a new intern.
- Development team used **Scrum** workflow to track issues and plan weekly sprints, similar to *Agile*.

Storylab Interactive
Intern
2017 May – 2019 Jan

- Developed **scientific software** for Sandia National Laboratories with **Java/JavaFX** and **CSS**.
- Worked within a small team of software developers and a graphic designer, presenting prototyped UI functionality with the client during weekly meetings.
- Developed a **local socket server** and an app for **interfacing depth sensors**, using **Unity/C#**.
- Developed the **puzzle game** *Bokkusu* using **Unity/C#** with a team of 2 other software developers. The game is currently available to play at Meow Wolf in Santa Fe, NM. It is also available to download from my itch.io page.

SKILLS

Languages	C, C++, C# (.NET), Java, Python, JavaScript, CSS, Matlab, GLSL, SQL, Haskell
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, followed by 3 semesters of its PhD program, then leaving the program at the end of Fall 2024.
Majored in Computer Science, for both Bachelor's degree and PhD, minored in Mathematics.

My itch.io page: https://burning-magyk.itch.io/
References will be provided upon request.