

Ricardo Stefano Reyna

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Objective: To work in areas such as game development, web development, OS, or microprocessors.

Education:

Bachelor of Science in Computer Engineering, Fall 2016.

University of Florida, Gainesville, Florida.

Associate of Arts, 2013

Broward College, Davie, Florida.

Experience:

Volunteer Community Service, Summer 2009.

Colegio Marista, Alajuela, Costa Rica.

- Worked for about 45-50 hours.

Skills:

Technical skills

- Proficient: C/C++, Assembly (MIPS, Atmel).
- Familiar: Python, HTML/CSS, Java, JavaScript, SQLplus, Bootstrap, jQuery, AngularJS, VHDL.
- Source Control: Git.
- Applications: Quartus (Altera), Atmel, WaveForms (Digilent Analog Discovery), Balsamiq.

Communication skills

- Public speaking.
- Fluent in Spanish.
- Communicating and writing proposals.

Projects:

- Created a text adventure game and implemented a GUI game (Breakout) in Java.
- Created a multiset where you can input a recipe using an xml file, parse through it, store the ingredients in a set and the equipment in a different set, and tell you if you have the necessary tools to do said recipe in C++.
- Building an ALU, microprocessor, and a traffic control system for Digital Logic.
- Worked with the AVR XMEGA processor where I attached and programmed a keypad, IR, LCD, and speaker for my microprocessors class.
- Worked briefly with MEAN.js and agile programming for a company who wants a more interactive website.
- Worked on multiple mini-projects with python such as: pong, stopwatch, and Blackjack.
- Currently working with AI in computer games, HCI, and

Hobbies:

- Technology, Traveling, Soccer, Socializing.