Stefano Reyna

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Technical skills

- Proficient: Java, C#, C++/C, Assembly
- Familiar: JavaScript, jQuery, Python, HTML/CSS, VHDL
- Techniques: Agile software development, Design Patterns, TDD, BDD, refactoring, pair programming.
- Source Control: Git, SVN.
- Software Management: Balsamiq, Pivotal Tracker, JIRA, Confluence.

Professional Experience

AASHTOWare Project   *Info Tech, Inc* – *Gainesville, FL*
Software Developer   May 2017 – Present
- Adding new features to the project uses test driven development
- Implemented a designer to the web application to facilitate the SMEs to add new components
- Fixing Acceptance Tests run by the CI
- Modifying .rpx files that would be used in the web app as reports of the information entered

Technologies: C#, JavaScript, Oracle, SQL, JIRA, SVN, Jenkins

Projects

Breakout
- Implemented a game using the java swing library. The player can move a paddle side to side to bounce the ball in the opposite direction. The objective was to clear all the bricks, once done a message would appear depending on whether the player won or lost alongside with the score.
(Technologies used: Java)

CookBook
- Created a program that could parse a file and gather the information on the file and store it into various multisets where the user will be able to insert the desired recipes, ingredients, and equipment. Once inserted the user can choose the desired recipe, and it would output the process. In case ingredients or equipment were missing a shopping-list would print.
(Technologies used: C++, XML)

TI MSP430
- Created different modules which included an Ohm meter, function generator, a simple version of the dashboard of the car using stepper motors to replicate the speedometer and the fuel gauge, and an alarm clock using an RTC where it was done completely from scratch (Designed circuit schematic, PCB, soldered).
(Technologies used: C, Atium)

Reliox
- Worked on a team using Agile techniques where we redesigned a website that had the capability of a product page, and a forum. Web development skills were also learned during this process.
(Technologies used: MEAN.js, HTML/CSS, JavaScript, Pivotal Tracker, Git)

Tigerzone
- Worked on a team using software development techniques such as TDD, BDD, Hexagonal Architecture, Unit testing, plan driven; to implement a tile based game that's like the more popular game Carcassonne. Besides the game, itself it also needed to have an AI, and a server to battle other teams who implemented the game.
(Technologies used: Java, JUnit, Pivotal Tracker, Git)

RedditBot
- Working on a bot for the Reddit website using the Python Reddit API Wrapper (PRAW) and OAuth2, currently the functionality of the project to be able to run python scripts that will get the karma history of the user inputted in the command line (I have my own as a default) and send me an inbox message to my account with a formatted list of the submitted and commented karma point of that user.
(Technologies used: Python2.7, PRAW, OAuth2)

Education

University of Florida – *Gainesville, FL*   Spring 2016
- B.S., Computer Engineering

Broward College – *Davie, FL*   Spring 2013
- Associate in Arts

Additional Skills & Interests

- Native language is Spanish.
- Hacking small personal apps to make my life easier
- Building circuits using soldering irons, oscilloscopes, signal generators, and software: Quartus and Altium.

- Solving Hackerrank questions.
- Soccer, longboarding, languages.
- Courses: Databases, Microprocessors, HCI, AI, and Signals.