

Josue N. Rivera

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EDUCATION

- Master of Science** | University of Massachusetts Dartmouth – Dartmouth, MA May 2020
- Pursuing master and bachelor through an academic program known as BS+MS
 - Concentration: Computer Science
 - Courses Taken or Taking: Algorithms and Complexity;
 - Courses Expected: Theoretical Computer Science; Advanced Computer Systems;
- Bachelor** | University of Massachusetts Dartmouth – Dartmouth, MA December 2019
- Major: Computer Science | GPA: 3.95
 - Honors, Leaderships and Awards: Endeavor Scholar; Newman Fellow; Chancellor's list; Commonwealth Honors Student; 29 Who Shine Award Nominee;
 - Courses Taken or Taking: Object-Oriented Programming; Procedural Programming; Computer System; Computer Organization and Design; Software Specification and Design; Algorithm and Data Structures; Design of Operating System; Empirical Methods for Computer Science; Model of Computation; Social and Ethical Aspects of Computer Science; Database Systems; Parallel & Distributed Computing; Calculus; Discrete Structures; Probability; Linear Algebra;
- Lawrence High School Diploma** | Math, Science and Technology High School June 2016
- Honors, Leaderships and Awards: Valedictorian; L'Pin award recipient;

TECHNICAL EXPERIENCE

- Senior Design Project** | 3D Geometry Foot
- Currently developing an algorithm that from a few images can reconstruct a 3D model of a person foot
- Research** | Convolutional Neural Network and its Ability to Reproduce 3D Models
- Researching ways of applying CNN in the reconstruction of 3D models
- Research** | Hopfield Neural Network Implementation for Recovering Bitmaps
- Developed a web application that can be used to test the capacity of bitmaps recovery by HNNs
- Video Game Development** | Runner-Z
- Designed a video game for the Intellivision console of 1979
- Python Library Development** | CleverAI
- Currently constructing a python Neural Network library
- PerkinsHack "Privacy, Please!" Winning Project** | EZForm
- A text reader for images with textual context that allows blind individuals to fill out forms in private
- Portfolio Site** | <https://josuenrivera.site>
- Built a personal website to showcase my current and past projects

TECHNICAL SKILL

Programming Languages, Libraries and Frameworks:

- Fluent: Python; C; Java; HTML; CSS; JavaScript; Basic; SQL; Git; JSON; XML; OpenCV; TensorFlow; Keras;
- Familiar: C++; PHP; jQuery; Bootstrap; Tizen;

Software:

- Fluent: Blender 3D; Arduino; Photoshop; Microsoft Office 365;
- Familiar: Android Studio; Tizen Studio; Unity 3D; Resolve; SolidWorks;

Languages:

- Fluent: Spanish; English;

Others:

- Fluent: Scrum; Agile Development; UML; Unit Testing;

- Familiar: Integration Testing;

PROFESSIONAL EXPERIENCE

Computer Programming Teacher | Youth Development Organization Summers '16, '17

- Teach kids ranging from elementary to high school the fundamentals of computer programming and what it means to be a computer programmer.

LEADERSHIP EXPERIENCE

Chair | UMass Dartmouth Gaming Society January 2018 – Present

- Chair of the Anime Club
- Member of the executive board

Senator | UMass Dartmouth Student Government Association September 2017 – Present

- Civic Engagement Committee Chair (2017 - Present)
- Senator for Class of 2020 (2017-2018), Senator for the College of Engineering (2018-2019)

UMass Dartmouth Representative | Leduc Center for Civic Engagement September 2017 – Present

- Member of the Community Advisory Board

Delegate | UMass Dartmouth Model United Nations September 2017 – Present

- Discuss global issues and possible solutions at a conference in New York City

Treasurer | UMass Dartmouth Animation Club September 2017 – Present

- Keep track of the club's finances

CIVIC ENGAGEMENT EXPERIENCE

CIS Mentor | CIS Dept. UMass Dartmouth – Dartmouth, MA January 2019 – Present

- Mentor various computer science courses at the university

STEM Teacher Volunteer | Fall River YMCA November 2016 – Present

- Teach STEM classes, including Computer Programming, Physics, Engineering and Robotics

Leduc Leader | Leduc Center for Civic Engagement September 2016 – Present

- Conduct and lead community service events that gets college students involve in their community

Volunteer | Food Pantry: Arnie's Cupboard September 2016 – Present

- Help provide food to students, staff, faculty and community members in need of the university

HOBBIES

Painting/Drawing	3D modeling	Cooking	Exploring other cultures
Anime	Game design	Watching movies	Robotics/Electronics
Golf	Web design	Pool/Billiard	Learning