

Isaias Rivera

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Summary

Bachelor of Science in Computer Science, pursuing specialization in Software Engineering. Seeking opportunities to develop experience in lower level programming and development.

Education

Illinois Institute of Technology, Chicago, IL
Bachelor of Science in Computer Science
GPA: 3.5/4.0

Expected Graduation in 2023

Skills

Programming Languages

C++, Python, Java, C, Lua
Familiar with Batch, Shell, C#

Software Technologies/Frameworks

Love2D GameEngine, GitHub, Git
Familiar with Headless Linux, Android Studio, Cmake, FreeRTOS, CAN bus

Languages

Bilingual in English & Spanish

Software Utility

VSCode, Microsoft Word, PowerPoint, Excel, Adobe Photoshop, Audition
Familiar with Blender, Adobe After Effects, IDA, AutoCAD Inventor

General

Usage of basic carpentry tools
Basic electronics soldering and breadboarding

Experience

IIT Motorsports - SAE Club, Chicago, IL
Software Lead

2019 - Present

Programmed microcontrollers, two Teensy 3.6s, to be used in an electric Formula SAE race car. Communicates through CAN bus and are used as the main electronic controller units for the car. Programmed mainly in C++, build scripts are made using CMake and python. Also manages a team of 5 for future software development of the car.

Android Programmer

Developed a car dashboard like app which can communicate with microcontrollers over a USB UART connection.

Exelon Summer Institute, Chicago, IL - Online

Summer 2021

Computer Science TA

Created and taught lectures online to incoming freshmen about introductory topics in computer science with Java.

YMCA, Chicago, IL

Summer 2021

Robotics Counselor

Taught 7 to 12 year old students across different YMCA locations about introductory topics about robotics and programming.

Personal Projects

Windows console and WPF application, used to monitor serial data over USB, written in C#. Android widget that copies text received over a TCP connection to a phone's clipboard. Quick Charge 3.0 variable voltage controller using an ATtiny45, programmed in C. IoT Discord Bot with a microcontroller (ESP32), written in C using FreeRTOS. Game made with the Love2D Framework, written in Lua.