Luis Raygadas //Software Developer

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//Experience

Software Developer at Purdue Northwest Center for Innovation through Visualization and Simulation

May 2019 – Current

- Develop user friendly Web-based educational video games using C# and the Unity engine.
- Develop visual training programs for hazardous occupations.

Personal Projects

Spring 2020 – Current

- Developing a mobile utility app for iOS and Android using C# Xamarin and various APIs for app features, in Senior Design course
- Participating in team efforts to develop Virtual Reality games using the Unity engine and Oculus Rift headsets

XTERN Bootcamp 2018

June 2018 – July 2018

- Learned, through several weeks to:
- Design simple interactive web pages
- Implement data structures for the web apps to take in and hold user input
- Learn to use Git via GitBash and Github
- Learned how to implement the React Framework
- Touched the basics of implementing cloud storage and hosting services to our webpages

Interior Remodeler - Regal Construction

July 2016 - May 2018

- Quickly learned and applied new skills on the job to broaden my skill set
- Communicated effectively with co-workers under time constraints and learned time management
- Fixed home interiors for buyers to increase property value

//Education

Purdue University Northwest - Computer Science

August 2015 – Present

Bachelor's Degree in Computer Science

//Skills

Programming Languages

- C#
- Java
- C++
- C# Xamarin

Web Design

- JavaScript
- HTML
- CSS
- JS React Native

Query Language

- SQL
- MySQL

Tools

- Git, GitBash, Github
- Virtual Reality
- Unity Plugins
- Unity Engine
- Visual Studio Code
- Visual Studio 2017, 2019
- MySQL Workbench
- Microsoft Office
- Windows, MacOS

Verbal Languages

- Fluent in English and Spanish