**Cristobal Medina**

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**Objective:** To obtain more experience within the field of software engineering to enhance my own skills.

**Education:** Anticipated Graduation: Dec 2020

*Bachelor of Science in Computer Science* GPA: 3.42/4.0

The University of Texas at El Paso (UTEP)

Courses: Elem. Data Struct. /Algorithms, Digital Systems Design I

**Experience:**

*IT/Software Engineer* El Paso, TX

Millennium Electrical Contractors 05/14 - Present

* Administered computer systems for Millennium Electrical Contractors, from hardware to software, including computers, printers, engravers and the website for the company.
* Assembled and designed computer hardware that Millennium Electrical Contractors uses for daily use and networking.

**Projects:**

War Legacy Feb 2016 – Feb 2017

* Spearheaded the project which designed and developed gameplay mechanics and weapon physics using Unreal Engine for War Legacy, with a small indie team Orkaan. All of it was done using in engine Visual Scripting and C++ for more custom code.

Course Projects

* Developed programs using current sorting algorithms to sort a variety of information using java.
* Developed a horse-riding program using C and the MSP-430 that moved a servo to simulate a horse moving.

**Technical Skills:**

**Programing Languages**: *Intermediate* - C, C++, C#, Java, Python, Assembly, HTML, CSS, JS *Basic* - Verilog, VHDL, PHP

**Software**: *Intermediate* - Android Studio, Eclipse, Unity3D, Visual Studio *Basic* - MATLAB, Quartas ii (Verilog), Inventor, AutoCAD, Autodesk Maya

**Operating Systems**: *Intermediate* - Linux, Windows

**Frameworks:** *Intermediate* - .NET *Basic* - Node.js

**Extra-Curricular and Honors:**

Institute of Electrical and Electronics Engineers Student Chapter (IEEE) *Spring ‘16 – ‘18.*

* Attended a variety of workshops to enhance skills like soldering and programming.
* Assisted teaching programing workshops at (IEEE).

Micro-Mouse Competition – Software Dev *Spring ’16 – ‘17.*

* Enhanced leadership skills by coordinating a team to design a software that was used on the Micro-Mouse for navigation and movement.
* Used embedded systems, sensors, DC motors to make a robot navigate through a maze.
* Used Arduino IDE to program Arduino to navigate a maze using external devices such as IR sensors, motors, and external chips.