Raul Perez

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Education

California State University San Marcos
Bachelor's in Computer Science
Graduation: May 2018

Work Experience

CalAmp - Test Engineer I (June 2018 – Current): Worked alone and with a team to complete unit testing of various products as they advanced through development or received updates. Assisted in creating and expanding a new Automated Test Environment for a new device architecture. Experience using JIRA to track new features, issues, and validation progress. Preformed field tests with devices to verify functions and features both in the lab and in a real-world environment.

Vice President of CSUSM Association for Computing Machinery (ACM) (2017 – 2018): Worked alongside other democratically elected officers to host talks, workshops and events with the purpose of aiding our members in advancing their knowledge of opportunities available through computer science.

The Master Musician - Sales Representative/Translator (July 2015 – August 2017): Experienced breaking down and explaining contracts and procedures in either Spanish or English within a fast-paced environment. Created an employee handbook detailing how to use various systems throughout the store to rapidly speed up training process. Implemented several Python scripts to automate manual duties and reduce human error.

Technical Experience

Proficient using Python, C++, C, Linux, and Windows.

Experienced with thoroughly testing and validating software and hardware to meet a high standard of quality before its release to customer base.

Proficient with creating clean, readable documentation for a variety of applications, such as new product releases or training references.

Adept in handling computer hardware and software through the process of assembling and configuring several computers for both home users and business applications.

Awarded Top Overall grand prize at CodeDay San Diego 2016.

Communication and Public Speaking

Responsible for organizing various workshops to teach attendees useful skills. Topics include Introduction to Python, Creating a Website Portfolio, and Game development.

Volunteered through Upward Bound and was appointed to lead a group of High School students in creating and programming their own robots using Arduinos.

Relevant Undergraduate Classes

Data Structures: Developed a thorough understanding of several advanced methods for implementing the abstract data types and the time used by each method.

Operating Systems: Operating system design and implementation, process coordination and scheduling, deadlocks, interface devices, memory and device management, networks and security, distributed and real-time systems.

Software Engineering: Discussion of principles, techniques, and tools used to affect the orderly production of medium- and large-scale computer software, with a focus on problem-solving concepts, software development process, software requirements and specifications, verification, and validation.

Mobile Programming: Development of cross platform applications for mobile devices including smart phones and tablets. Created unit tests as new modules were implemented. Course taught using C# and Xamarin.Forms mobile technology.