

Raul E. Perez

Reperez79@gmail.com | linkedin.com/in/TheRaulPerez/
RaulPerez.me | github.com/PixelAmp

Education

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

Technical Experience

- Proficient using Python, C, C++, Linux, and Windows.
- Strong communication skills in both English and Spanish.
- Prepared and performed various hour-long lectures covering a range of topics and applications to help prepare undergraduate Computer Science students for life post-graduation.
 - Topics of lectures include looking at available careers in computer science, extracurricular programming projects, and how to build your own PC.
- Responsible for organizing various introductory workshops to teach attendees useful skills.
 - Workshop topics include Introduction to Python, Mob Programming, and Game development.
- Experienced 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 application grand prize of San Diego Code Day 2016.
- Volunteered through Upward Bound, appointed to lead a group of High School students in creating and programming robots using Arduinos.
- Experienced with creating clean, readable documentation to be used in training of new employees or detailing the structure and usage of a variety of different systems.
- Experienced with testing and validating software and hardware to meet a high standard of quality before its release to customer base.

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.

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. Performed 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 in either Spanish or English to effectively guide customers through its completion. Created an employee handbook detailing how to use various systems throughout the store to rapidly speed up training process. Created several Python scripts to automate manual duties and reduce human error.