Enrique Rivera Jr

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Software developer with +4 years of experience building projects by myself and within groups which includes coding, testing, debugging, and optimization. Seeking to leverage my proven achievements into other areas within software to gain a better understanding of the professional field.

SKILLS

- **Technologies/Software:** CMake, OpenCV, Visual Studio, Jetbrains, Node.js, Express.js, Webpack, Three.js, Xampp, Babel, Centos, git, Android Studio, Blender
- **Programming Languages:** C/C++, JAVA, SQL, HTML, JAVASCRIPT, PYTHON, CSS/SCSS, KOTLIN

EXPERIENCE

FRC Robotics
Lead Programmer, September 2017 - 2020

- Wrote computer code in C++, Java, and Python to make software for large scale robots to be controlled with a gamepad and to handle tasks autonomously using PIDs
- programed computer vision systems with OpenCV to guide robots and shooting mechanisms to reach their targets (Project Link)
- Robots contained cameras, motors, pneumatics, accelerometers, ultrasonic sensors, limit switches, servos that all needed to be programmed (Project Link)

MLH (HACKATHONS)
July 2018 – present

- Designed and developed programs with a team to achieve the theme of the hackathon. I have used C++, Java, Python, CMake, OpenCV, javascript, , html, css, scss, and node.js to build multiple projects

EDUCATION

University of Texas at Austin
Bachelor of Science in Computational Physics, August 2021 – Present

- Freshman Research Initiative Member - Quantum Computing
- College of Natural Sciences Scholarship Recipient
- Texas Excellence Scholarship

San Antonio College
Information Technology & Security Academy, August 2019 – January 2020

CERTIFICATIONS

- **Google IT Support Professional Certificate** – 2021 (Certificate)

PROJECTS

Personal Website (Front-End) - personal project (Website) - (Github)

- Used html, css/scss, and javascript to create a simple and clean website

Computer Vision Targeting -Work Project (Github)

- Used a raspberry pi and USB camera to track retro reflective tape with OpenCV in C++. It was able to give crucial info of targets like distance and angle from current position

Three.JS Course - (Github)

- The Repository was created to help those wanting to create interactive 3D web experiences by also using Blender, Babel, Webpack, Node.js, dat.gui, and cannon.js to add physics.