

Rick William Boshae

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OBJECTIVE

To secure the Software Engineer Internship or related full-time position.

EDUCATION

University of California, Riverside CA — GPA 3.67

Bachelor of Science, Computer Science

June 2018

TECHNICAL SKILLS

Programming Languages Android, Assembly x86, BASH, C, C++, CSS, HTML, Javascript, Java, JSON, MATLAB, Python, Ruby, Swift 2, XML, Visual Basic, Programming Language Creation
Software Android Studio, Eclipse, Github, Notepad++, MPS, Verilog, VIM, Visual Studio, XCode
Frameworks jQuery, Reactjs
Operating Systems Linux, Chrome OS, OSX, Windows

PROJECTS

Breakout — *embedded systems with C programming*

June 2017

- Recreated the good ol' Atari game *Breakout* on an 8x8 LED matrix using the Atmel Atmega 1284 .
- Reverse engineered a Nintendo controller and wired each piece of hardware to construct the game.
- Wrote the game in C and had to consider unfamiliar topics like how to detect object collisions and respond naturally.

Huddle — *Kanban web application React, HTML, CSS, JavaScript*

October 2017

- Used the Agile model to design a website with a team of four other software engineers.
- Implemented HTML, CSS, JavaScript, Bootstrap, and Reactjs to develop components for responsive design.
- Owned and reviewed product features that met user demands and accelerated product completion.

Machine Learning — *feature selection with nearest neighbor C++*

November 2016

- Wrote a search algorithm in C++ to eliminate irrelevant features in a nearest neighbor classifier.
- I used Forward Selection and Backward Selection search techniques.

A* Search — *the wisest search algorithm C++*

November 2016

- Implemented the A* Search algorithm in C++ to create an artificially intelligent program to solve a 3x3 puzzle.

WORK EXPERIENCE

UC Riverside, Riverside CA — *Undergrad Research Assistant*

August 2016 - May 2017

- Awarded 10-week paid grant to conduct research in the embedded systems lab at UC Riverside.
- Contributed to creating a new programming language for Biologists and Chemists.
- Streamlined information by reviewing technical documents and summarizing to my mentors.

Marketstar, Los Angeles CA — *Territory Manager, Google*

June 2012 - May 2015

- Responsible for the launch, support, and success of the Chromebook/Chrome OS, Android Wear, Nexus devices, Chromecast in the retail environment.
- I accelerated the sales of Google products by building relationships with our retail partners (Best Buy, Costco, Walmart, etc) and hosting training events.
- My eagerness to succeed took me and my market to the top five performers each and every quarter.