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 3.72*
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 10

PROJECTS

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.

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.

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.

Microfluidic Domain Specific Language — *a new programming language*   *May 2017*

- Studied under Dr. Philip Brisk to develop a new programming language for biologists and chemists.
- Contributed to building out the syntax for the language and wrote test code.
- Researched tools to create the language and transform it into other conventional languages like Java.

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.

YPI Charter Schools, Pacoima CA — *Tech Support Technician*   *February 2016- June 2016*

- I responded to Help Desk requests for assistance via help desk software, phone, remote control tools, and in person.
- I increased the response efficiency of help desk tickets from an average of one week to three hours.
- I wrote guidelines for common problem to help other technicians resolve their tickets faster.

PROFESSIONAL AFFILIATIONS AND INVOLVEMENT
ACM