Campus Address:
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Rodolfo Ballesteros

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2247 Shiloh Dr.
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EDUCATION

University of Illinois at Urbana-Champaign   May 2016
Bachelor of Science in Computer Science and Statistics   GPA: 3.15/4.00

RELEVANT COURSEWORK

- Data Structures, Computer Architecture, System Programming, Database Systems
  Numerical Methods, Discrete Structures, Calculus, Linear Algebra,
  Algorithms and Models of Computation, Text Information Systems, Program Languages & Compilers

EXPERIENCE

University of Illinois at Urbana-Champaign - CITIES - ICS   Champaign, IL
Site consultant   April 2013 - Present

- Troubleshoot Windows and Mac OS X operating systems
- Troubleshoot computer hardware and network connectivity
- Provide customer services for hundreds of students

Best Buy   Oswego, IL
Computer Specialist   June 2010 - August 2012

- Engaged customers using selling skills to build complex connected solutions
- Completed several trainings to obtain knowledge on various products
- Exceed quotas for each month in competitive selling

Mobile Specialist

- Worked on selling connections and attachments to drive margin
- Worked with all major carriers Verizon, Sprint, ATT, and T-Mobile
- Learned coverage maps, plans, phones, and attachments

Geek Squad Agent

- Repaired computer software and hardware for hundreds of customers
- Helped hundreds of customers understand how their devices operated
- Removed Virus, Malware, Spyware and optimized computers
- Installed hardware and software on several new and old products

ACTIVITIES

Association for Computing Machinery (ACM) - Sig-Mobile   Champaign, IL
Active Member   September 2012 - Present

- Group focuses on the development of mobile applications
- Currently working on Android development

SKILLS

- Programming Experience : C , C++ , Java , Python, MIPS , Maude, Verilog, PHP, SQL
- Android Development
- Useful Skills: Valgrind, GDB, vim
- Operating Systems: Windows, Linux, OS X
- Languages: Fluent in Spanish and English

PROJECTS

SPIMbot game   Champaign, IL
Programmer   September 2013

- Created a spimbot game in which a bot collected tokens by scanning the location of tokens using an
  interrupt and then sequentially drove to pick up the token
- Game was coded completely in MIPS

Pebble Smartwatch Application   Champaign, IL
Programmer   April 2014

- Developed a Pebble application in C that controlled a robot's motion via the accelerometer in the
  pebble smartwatch.