Renzo Olivares

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EDUCATION

UNIVERSITY OF CALIFORNIA RIVERSIDE

B.S. in Computer Science
Bourns College of Engineering
Dec 2021 | Riverside, CA

COURSEWORK

UNDERGRADUATE

Technical Communications
Java Programming : Objects
Programming Logic Using C++
C++: Data Structures & Algorithms
Discrete Mathematics
Computer Architecture & Assembly
Software Construction
Logic Design
MATLAB

ONLINE

Python: Intro to Computer Science
Python: Data Structures & Algorithms
Big Android Nerd Ranch Guide
Build Native Mobile Apps with Flutter

ACADEMIC PROJECTS

RSHELL - LINUX SHELL

| Github
Jan 2020 – Mar 2020 | Riverside, CA
Developed a shell utilizing Linux system calls to execute user commands in C++. Created a user input parser leveraging regular expressions to partition a raw string into its commands and arguments. Implemented **Shunting-yard algorithm** to build an expression tree that takes into account parentheses precedence.

MASTERMIND GAME & AI

Nov 2018 – Dec 2018 | Riverside, CA
Built out Mastermind game in C++ using the STL library. Implemented **Donald Knuth's five step algorithm** for solving the Mastermind game in C++. Utilized the minimax algorithm in order to calculate the next best guess by ranking each guess and choosing the guess with the highest rank, discovering the correct guess in 5-8 guesses.

SKILLS

TECHNICAL SKILLS

Proficient in:
Python • C++ • Java • Dart • Linux
Flutter • HTML • CSS • Git • Android
MATLAB

WORK EXPERIENCE

GOOGLE

Software Engineer Intern
| Flutter Gallery Github
| Reply Github
| Motion Codelab Github
Jun 2020 - Sept 2020 | Virtual

- Built out the **Reply Material study**, a example application, in Flutter and added it to the **Flutter Gallery** to showcase the **Material motion system**.
- Added optional focused performance transitions test for Reply to the Flutter Gallery to identify potential areas for performance improvements that may have been diluted by the performance of the rest of the gallery tests.
- Refactored four demos from existing Animations package example application and added them to the Flutter Gallery as **motion demos**. Developed two unique demos for the Shared Axis Transition to showcase its uses in different scenarios.
- Implemented the Material motion system into two existing gallery demos that utilized animations.
- Constructed a Codelab to teach developers about the Material motion system and how to implement beautiful transitions into their Flutter applications.
- Fixed eight outstanding issues in **MDC-100 Series Codelab** and updated deprecated solutions.
- Worked together with designers, developers, and researchers, iterating over projects based on their feedback.

CODE FOR FUN

Computer Science Instructor
Jun 2019 - Aug 2019 | Fremont, CA

- Instructed computer science curriculum utilizing block-based programming languages & more syntax based languages like Python.

KIPP FOUNDATION

Insight Analyst and Product Intern
Jun 2018 - Aug 2018 | San Francisco, CA

- Developed pipeline to process new account data using Python with numpy and pandas libraries.

TECHNICAL PROJECTS

TWITTER APP MOCK UP | FLUTTER TWITTER

| Github
June 2019

- Implemented Sliver App Bar with a Tab Bar to mimic Twitter Profile Screen hiding app bar.
- Utilized Animated Switcher to mimic Twitter's animated tweet/message icon.

UNIT CONVERTER APP | FLUTTER UNITS

| Github
Apr 2019 – June 2019

- Experimented with BLoC Architecture using RXDart streams to separate UX from business logic.
- Implemented responsive design for landscape layout.

TO DO LIST APP | SIMPLE TASKS

| Github
Feb 2019 – Mar 2019

- Implemented Android Jetpack Work Manager to fire notifications on Android 4.0+.
- Utilized ROOM persistence library to retain data across the activity and fragment life-cycles.
- Maintained backwards compatibility to Android 4.0.
- Implemented automatic & manual dark mode toggle.

CUSTOM ANDROID ROM | VENOM & PKMN ROMS

| Open Source Contributor & Device Maintainer
| Website
June 2012 – June 2014

- Added support for new devices. Involved kernel modifications, and smali edits.
- Conducted alpha and beta test to ensure a stable and finished product.
- Provided technical support to various end users through the XDA forum.