

Ricardo A. Ibaven Salcido

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EDUCATION

The University of Texas at El Paso (UTEP)

B.S. Computer Science

Anticipated: 05/2025

GPA: 3.9

Relevant Coursework: Data Structures and Algorithms, Digital Systems Design, Discrete Structures I & II, Adv. Object Oriented Programming, Automata.

Honors: Dean's List Fall '22 & Spring '23.

EXPERIENCE

Google LLC

*Student Training in Engineering Program (STEP) Intern |
Android Google Search App*

05/2023 – 08/2023

Mountain View, CA

- Developed and implemented a user-friendly interface using Android development, XML, and Kotlin.
- Worked with stakeholders to clearly define core user journeys and identify requirements based on them.
- Collaborated with a partner to develop a reusable framework that could be used in future implementations, which improved efficiency and consistency.

PROJECTS – PROGRAMMING SKILLS

Java:

- Omok game Java app – Object Oriented project, progressing from a console-based game to a network multiplayer Java App.
- Menus in Terminal using loops and if-statements – Airport, café, shop.
- Creating objects with their attributes, constructors, and methods.
- Problems on Recursion
- Implemented Linked List on Mask and Blur filter programs for images.
- Binary Tree traversals
- Program to insert and delete objects in Binary Search Trees
- Sorting algorithms to scramble a puzzle.
- Stacks and Queues operations – enqueue, dequeue, push, pop.

Python:

- Implementation of arrays by designing functions which will operate on images and alter them as desired (RGB values) to represent images.
- Implementation of recursion by designing different functions which will create lists out of BST elements, check if a binary tree qualifies to be a BST, and determining if two BST's are identical.
- B-tree and Binary Search Tree traversal and manipulation.

SKILLS

- Computer proficient – software/hardware
- Bilingual – Native in Spanish & fluent in English