CARLOS RIVAS

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Birmingham, AL, USA
RivasCVA

ROLE AND OBJECTIVE

- An active computer science undergraduate offering a strong, and continuously growing, understanding in programming and software engineering concepts.
- Highly experienced in object-oriented programming from my continuous studies since middle school through online resources and personal projects.
- Particular strengths in full-stack iOS development and frontend web development from projects and online courses completed during the last couple of years.
- Objective: Earn an internship to gain work experience in roles within software engineering and learn to build products alongside peers who share similar goals.

SELECTED PROJECTS

Dream Trade: Stock Market Sim iOS App

- Developed a full-stack application aimed to make trading in the stock market easier to learn and practice.
- Gives investors virtual money to trade among thousands of stocks with real-time prices and provides the ability to compete in monthly trading competitions.
- Used Firebase for user authentication, data storage, and cron job functions.
- Learned to integrate the backend with the front-end for seamless communication.



- Developed an algorithm visualizer web app to help students learn important programming algorithms with the help of visual elements.
- Displays a live animation of an algorithm's operations along with code examples, performance complexities, and detailed explanations.
- Learned to apply my knowledge of algorithms and data structures into a real software application by using Vanilla JavaScript, HTML, and CSS.



CarlosRivasVA.com Portfolio Website

- Developed my personal portfolio website to showcase relevant software projects and present important information about myself.
- Designed a flexible codebase to continuously refresh the site as I grow my skills.
- Strengthened my knowledge in TypeScript, learned the benefits of jQuery and Bootstraps, and grasped the use of Webpack to get code ready for production.



Hyper Typer 🗯 iOS App

- Developed an iOS game that tests a player's typing skills with a variety of texts originating from multiple genres.
- Tracks and records the player's typing performance throughout their entire play time to analyse their overall improvement over time.
- Increased my knowledge in Storyboards for building responsive UIs and learned to manage external dependencies with the use of CocoaPods.



Shape Fall 🖷 Android App

- Developed a simple, but unique, mobile game that challenges the player to match a box's shape with the shape that is bound to fall into it.
- Designed and optimized the game to achieve a smooth mobile device experience.
- Learned Unity's tools and components to simplify the game development process.

Unity C#

EDUCATION

University of Alabama at Birmingham

Bachelor of Science, Computer Science

- May 2023 (Anticipated)
- Member of the Honors College
- 4.0 Overall GPA

Vestavia Hills High School

High School Diploma

- May 2019
- Member of Multiple Honors Societies
- 4.4 Weighted GPA

KEY TECHNICAL SKILLS

Programming Languages:



Development Environments:



Tools and Libraries:



Cloud Systems:

Firebase Google Cloud AWS

RELEVANT COURSES

- Computer Organization / Assembly Language
- Algorithms and Data Structures
- Discrete Structures
- Scientific Programming
- Intro to Object-Oriented Programming
- MIT OpenCourseWare: • Introduction to Algorithms
- Stanford Engineering Everywhere:
 Developing Apps for iOS

LANGUAGES SPOKEN

English Spanish French



CERTIFICATIONS

- PC Pro Certification (TestOut)
- Microsoft Technology Associate:
 - o Software Development Fundamentals (C#)
- Microsoft Office Specialist:
 PowerPoint, Excel, and Word Certified