Robert Uriarte

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EDUCATION

Bachelor of Science (B.S.) - Computer Science   **Aug 2018 – May 2023**
University of Central Florida, Orlando, FL
3.8 GPA

EXPERIENCE

Lockheed Martin   **June 2023 - Current**
Software Engineer I

- Developed and optimized C++ embedded software for advanced avionics systems, enhancing system efficiency and debugging software problems
- Led the integration of real-time operating systems (RTOS) with sensor data acquisition systems, ensuring robust performance under critical conditions and improving system reliability
- Participated in agile development cycles, including sprint planning and reviews, ensuring timely delivery of software functionalities that met project milestones and requirements.
- Designed user interfaces for embedded applications using Qt framework, improving user experience and interface responsiveness
- Conducted extensive testing and validation of embedded software. Involving creating and updating CI/CD tests.

Qualtrics   **May 2022 - Aug 2022**
Software Engineer Intern

- Developed full stack react application with full software development life cycle involving designing and creating front end UI with JavaScript/TypeScript & CSS. Utilized REST API's and Node.js for backend development. Jest testing and Jenkins/Docker Pipeline for CI/CD
- Developed backend automated node testing client for software products
- Had client developer relationships to ensure product needs were met

SKILLS

Programming Languages: JavaScript, TypeScript, Java, SQL, Node, C++, C, Html, CSS, Dart
Technologies: Docker, Jenkins, React, Linux, Git, Cmake, Make, NPM, Express, Jest, Firebase, Flutter, GitHub, Gitlab,
Languages: English, Spanish