

Roberto Jose Cardenas

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EDUCATION

University of California, Berkeley

Graduated December 2022

Bachelor of Arts in Computer Science

Relevant Coursework: Software Engineering, Computer Security, Operating Systems and Systems Programming, Database Systems, CSS Fundamentals, Modern Web Design

SKILLS

Languages & Frameworks: PHP (WordPress), HTML, CSS (SCSS), MySQL, JavaScript (jQuery, React), Java, Python (Flask), C, Ruby (Rails), Go

Platforms & Tools: git, GitHub, VSCode, Figma, PHPMyAdmin, Local by Flywheel, Composer, Pivotal Tracker

EXPERIENCE

Full Stack Developer, *Motus Guadalajara*

June 2018 – January 2021

- Designed and implemented fully responsive web systems using HTML, CSS, JavaScript, PHP, and MySQL specifically Restaurant Management Software and Self Service Store Monitoring and Management Software
- Modernized the ways in which Motus designed software architecture by introducing the use of REST API's, helping them follow separation of concerns in their future projects

Web Developer, *Freelance*

June 2022 – Ongoing

- Designed and implemented fully responsive websites using HTML, SCSS, JavaScript, PHP, MySQL and Figma with an orientation towards accessibility and user experience
- Prior client projects include personal and professional portfolios, menu websites for restaurants

PROJECTS

Restofacil, May 2019

- Designed and implemented a Web Application utilizing the LAMP stack that provides service industry businesses and staff with an easy and fast way of managing tables, orders, customers, and payments
- Implemented the REST API and the single page application, designed the use interface and implemented the authentication and authorization of users

SCMI (Sistema de Control y Monitoreo Inteligente), December 2018

- Designed and implemented a Web Application utilizing the LAMP stack that provides managers of self-service stores with the ability to monitor and control the state of fridges and other components in the building
- Implemented the REST API and the web application, designed user interfaces, and implemented the interface between the on site sensors and the web system

Berkeley Student Food Collective App, June 2022

- Designed and implemented a fully responsive web application for the Berkeley Student Food Collective using Figma, HTML, Bootstrap, Rails, ActiveRecord and Cucumber
- Set up an Agile workflow making use of Git, Github, and Pivotal Tracker, setting up both staging and production servers utilizing Heroku

End-to-end Encrypted File Sharing System, December 2020

- Designed and implemented a Go client application to share files securely, factoring in adversaries/malicious users and untrusted public file servers
- Supported multiple user sessions, sharing and revoking user privileges, and efficient file modification

PintOS, August 2020

- Designed and implemented a uniprocessor OS in a team of 4
- Implemented thread polls and scheduling, user programs and protection, growable file systems and file cache, and multiple system calls

Gitlet, December 2019

- Designed and implemented a Java program to mimic the add, commit, branch and merge features of Git version control, including remote functionality
- Incorporated data structures, hashing, serialization, system input/output and exception handling