

Roberto Unzaga

Software && Computer Engineer

SKILLS

Proficient in:

- C, C++, C#

Familiar with

- Unit Testing
- VNC Viewer
- Google Test/Mock
- HTML, CSS
- Agile
- GitLab
- Linux

EDUCATION

Computer Engineering BS

Utah Valley University

Graduated May 2018

3.2 GPA on 4.0 scale

HIGHLIGHTS

- Customer Oriented
- Problem-Solving
- Creative
- Leadership
- Strong Communication
- Systematic
- Honest
- Hard Worker

CONTACT



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EXPERIENCE

Lockheed Martin Software Engineer – Layton, UT

JAN 2019 – CURRENT

- Unit Testing Satellite software on virtual Linux system using Visual Studio and the Command Line.
- Learned to use Google Test/Mock and VNC Viewer easily and am working remotely in Agile environment.

BAE Systems Software Engineer – Layton, UT

DEC 2016 – JAN 2019

- Developed, as a team, the Process Model Toolkit (PMT) using C# and WPF.
- Increased model speed by 300% by eliminating redundant programming and implementing threading.
- Communicated directly with government customer face-to-face to make improvements to PMT.
- Created presentations for customer and internal employees to use as guide.

FAVORITE PROJECTS

- [Virtual Machine – C++](#)
 - Inputs Assembly as bit data into memory and executes multi-threaded functions
- [Senior Project - Z-Wave Home Assistant](#)
 - Implemented Home Automation and Security on Raspberry Pi using Z-Wave protocol
- [Traffic Light - Verilog](#)
 - Used FPGA to control it like a traffic light by using LEDs and Buttons.
- [Motorola Microcontroller - Assembly](#)
 - Programmed Microcontrollers in Code Warrior (PWM, Fuzzy Logic, etc.)