Roberto Unzaga

Software && Computer Engineer

SKILLS

Proficient in:
- C, C++, C#

Familiar with
- JavaScript
- ReactJS
- HTML
- CSS
- WPF
- SQL
- Team Foundation Server
- Z-Wave Protocol

EDUCATION

Computer Engineering BS
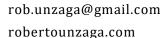Utah Valley University
Graduated May 2018
3.2 GPA on 4.0 scale

HIGHLIGHTS

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

CONTACT

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- github.com/robzaga

EXPERIENCE

BAE Systems Software Engineer
MAY 2018 - CURRENT
- Currently working with simulation software for Intercontinental Ballistic Missile program written in C++ and uses MATLAB scripts.
- Writing Developers Manual for company use.

BAE Systems Computer Science Technical Intern
DEC 2016 - CURRENT
- 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.
- Attained clearance of SECRET and is current to attend meetings in Classified Environment.

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.)