

Roque Soto

PROFILE

I'm a web developer and my passion is in developing software that is visually striking, a pleasure to use, and simple to maintain. My goal is to develop software across the full stack, so I am most interested in web, mobile or app development opportunities in Pittsburgh, PA.

SKILLS

- **Languages** - Java, Python, Javascript, C, SQL, HTML, SCSS, MATLAB, Coldfusion, OCaml.
- **Libraries** - React, Angular, Bootstrap, jQuery, Spring, Thymeleaf, Gradle, OpenCV, Gulp.
- **Software** - Git, Power BI, SQL Server, Adobe XD, Virtual Box.
- **Spoken Languages** - English (fluent), Spanish (fluent), French (Intermediate).

EDUCATION

University of Pennsylvania - M.S. Computer and Information Technology, 2021 (Expected)

Cornell University - M.S. Geophysics, 2020

Brown University - B.S. (Honors) Geology: Physics and Math, 2016

EXPERIENCE

WEB DEVELOPER, ARCADIS; PITTSBURGH, PA – 2019-PRESENT

- Integrated Angular into an existing Project Management Info. System (PMIS) by modernizing a landing page to improve client experience & data visualization ahead of a contract rebid.
- Built a form to upload Excel budgets to a SQL db with Bootstrap, JQuery & Coldfusion, saving hundreds of hours yearly for the clients & team & improving product flexibility.
- Designed Power BI dashboards that automatically update using a SQL db, saving clients dozens of hours in quarterly figure production & identifying choke-points in their workflows.

PROJECTS

REACT PORTFOLIO WEBSITE | JAVASCRIPT – 2020

- Prototyped the site in Adobe XD to obtain feedback from a group of 6 users. Implemented with React & JS to integrate the modern & minimalist design features of the app.

CLIMATE CHANGE VISUALIZER | JAVA – 2019

- Designed an educational app to help users visualize the impact of climate change & personally implemented web app using Java Spring & Thymeleaf for the server & front-end.

PHOTO TO DOCUMENT CONVERTER | PYTHON 3 – 2018

- Developed a python app that converts photos of documents from any orientation to top-down PDF documents using image transformation and the OpenCV computer vision library.

OCAMON!: POKE-BATTLE GAME | OCAML – 2018

- Determined the minimum-viable product for the project & implemented the opponent AI for a strategy battle game in OCaml using a Gamma Pruning recursive algorithm.