

Raoul A. Rego

402 Roberts Way , Rincon, GA 31326 , (912) 346 6060

Education	Georgia Institute of Technology Anticipated Graduation: May 2018 3rd year Candidate for Bachelors of Science in Computer Science Relevant Classes: <ul style="list-style-type: none">• CS 1332 - Data Structures and Algorithms• CS 2110 X (honors) - Computer Organization and Programming<ul style="list-style-type: none">– Created a "Tron Light Cycles" game clone with AI in C for Raspberry Pi• MATH 2605 - Calculus III/Linear Algebra• CS 2050 - Intro to Discrete Math• CS 2340 - Objects and Design<ul style="list-style-type: none">– Created a "Space Trader" clone game in Java with group members
Skills	Languages: Java (Android), PHP, Objective-C (iOS), C/C++, Python, LaTeX, SQL, JavaScript(jQuery, Node.js), HTML/CSS, Bash, ARM assembly Misc Tools: Vim, Git, Gradle, spreadsheet applications, Linux, PGP https://github.com/Rrego6
Experience	Nead Werx Summner 2014, Spring 2015, Fall 2015 <i>Junior Mobile Engineer</i> Co-op for 3 semesters Programmed significant portions of company Android and iOS applications Implemented portions of local app SQL DB Helped to design architecture of mobile applications Wrote restful web API functions in PHP for mobile and web applications to call Wrote Bash scripts to test API calls Catholic Diocese of Savannah June - July 2013 <i>IT Intern</i> Configured new workstations/desktops Troubleshooted user technical issues Helped to survey schools to determine IT infrastructure needs. "MyGatech" application 2013-2014 Developed Android application with a friend. Provides access to school's portal in a mobile friendly manner Utilizes Google Maps API and SQL DB to display searchable campus map and currently available eating locations.
Other	Effingham County, GA STAR student (for Highest SAT scores in county) 2012 Recipient of Georgia Pacific National Merit Scholarship WREK (Georgia Tech) Radio Station Operator January 2016 - present Boy Scouts of America Eagle Scout recipient January 2012 Competed in piano competitions at state level