

Ruben Biskupec

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR

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Skills

Programming C/C++ Python Java SQL HTML/CSS/Javascript Bash Risc-V assembly
Tools MPI/OpenMP/Pthreads/OpenACC GitHub Linux Scrum \LaTeX Eclipse/VSCode
Languages Italian English Croatian Spanish
Interests Web Development Machine Learning, Data Science Rugby, Brazilian Jiu-Jitsu, Rock Climbing

Experience

Retaily - Dorpen Cooperatie Reitdiepal

Groningen, The Netherlands

SOFTWARE ENGINEER - TEAM PROJECT

Feb. 2020 - Jul. 2020

- Retaily is a web application which provides management information to retail stores by scanning the bar-code of the selected product through the cell phone camera, it then performs queries to retrieve sales data to optimize the orders of new inventory stock and improve the productivity
- Designed and implemented the SQL database tables and queries
- Improved the UI/UX of the front-end, created the logo for the product
- Communicated with the client to schedule weekly meetings and wrote part of the Design and Requirements documentation

LOCO Restaurant

Modena, Italy

SOCIAL MEDIA AND DIGITAL MARKETING MANAGER

Sep. 2019 - Jan 2020

- Rebuilt the digital brand image by designing graphical content on Canva to post regularly on Social Media platforms
- Increased brand recognition and boosted sales by 10% by running targeted Facebook Ads campaigns

Pizzeria Taurus

Modena, Italy

DELIVERIES, CASHIER

Jul. 2017 - Recent

- Worked in different positions demonstrating my flexibility. To mention a few: deliveries, cashier, cook and cleaning
- This experience has taught me how to handle stressful situations with calmness and how to interact with clients in various situations

Projects

File Splitter

Modena, Italy

JAVA, SWING

Aug. 2020

- Wrote a file splitter/merger program with the option of symmetric encryption/decryption and compression/decompression
- Multi-threading: a different thread works on each file
- Developed the GUI of the program and a queue of files to be processed

AI problem solver

Groningen, The Netherlands

PYTHON

May. 2020

- **3D Maze** solver: it utilizes the DFS, BFS, UCS, Greedy, A* and IDS algorithms
- **N-Queens** problem solver: implemented the Hill climbing sideways, Simulated annealing and Genetic algorithms, with a success rate of up to 99% even on 64x64 boards

Sparse Matrix Multiplication

Modena, Italy

ASSEMBLY RISC-V

Jul. 2020

- Functions implemented: conversion from "matrix" to "sparse" data structure, matrix transpose, sparse form multiplication

Education

University of Modena and Reggio Emilia

Modena, Italy

B.S. IN COMPUTER SCIENCE

Sep. 2018 - Present

- Average: 91%
- Relevant courses: Object oriented programming Programming 1 and 2 Operating systems Algorithms and data structures Computer architecture Mathematical analysis Statistics and probability Physics Linear algebra

University of Groningen

Groningen, The Netherlands

OBTAINED AN ERASMUS+ SCHOLARSHIP TO STUDY ABROAD

Jan. 2020 - Jul. 2020

- Courses: Software Engineering Artificial Intelligence Parallel computing Databases Scientific computing

Anoka High School

Anoka, MN, USA

EXCHANGE STUDENT - GPA: 3.60

Aug. 2015 - Jul 2016

- Relevant courses: AP Statistics Honours international business Video game design