RUPERTO A. MARTINEZ

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EDUCATION

University of North Carolina at Chapel Hill | Department of Computer Science – Chapel Hill, NC. August 2020-Present
Bachelor of Science, Computer Science; Applied Sciences and Engineering Minor

- GPA 3.60

HONORS AND AWARDS

- James M. Johnston Academic Scholar
- HackNC 2022 Winner
- Dean's List
- Honors Carolina Preadmit
- Publicis Sapient Intern of the Month
- UNC Scholars Program
- Department of Biomedical Engineering Admit
- UNC Kenan-Flagler School of Business Preadmit

TECHNICAL SKILLS

- Python
- HTML5/CSS
- MS Virtual Studio
- NodeJS
- MongoDB
- Java
- Spring Boot
- IntelliJ
- MATLAB
- Angular
- Docker
- Spanish Fluency
- GitHub
- Google Kubernetes Engine
- GitHub Actions
- JIRA
- React
- Google Cloud Platform
- SQL/NoSQL
- JavaScript
- TypeScript
- C
- NextJS

WORK EXPERIENCE

Publicis Sapient – Atlanta, GA (*Software Engineering Intern)* May 2023 – August 2023

- *Java, Spring Boot, NextJS, JavaScript, React, Kroger APIs, Docker, GitHub, MongoDB, GKE, VertexAI, GCP*
- Created a full stack generative AI advertising platform web application.
- Developed a functional product for a real-world client Kroger and Albertson's over the course of six weeks.
- Worked as the designated full stack and sole cloud engineer.
- Personally worked with VertexAI, Java models, services, and controllers, NextJS components, and the CI/CD pipeline managing the cost and act of deployment.
- Part of an agile team working with product managers through JIRA and Confluence.
- Partook in daily stand ups and wrap ups which sometimes required to be lead.
- Silent demo of the final product: https://youtu.be/XccC9FAWJ_8?si=RkFpff7bxzIBxJgM

CS AWARDS

HackNC 2022 WINNER – Chapel Hill, NC November 5, 2022
(https://github.com/RupertoM/HackNC2022 + https://devpost.com/software/learn-to-fly)

- *Best Game Hack Winner*
- One of the largest hackathons in NC sponsored by industry leaders like Capital One, John Deere, and Wells Fargo.
- Worked and lead in a small team to develop a fully functional Pygame called "Learn to Fly."
- Self-taught the Pygame library and created the "Learn to Fly" game in less than 24 hours**.**
- Solely maintained and managed the GitHub repository version control.
- Decided on organization of repository to minimize merge conflicts.

CS COURSE EXPERIENCE

- Discrete Math
- Intro to Robotics
- Fundamentals of Systems
- Data Structures
- Multivariable Calculus (III)
- Computer Organization
- Mechanics and Relativity
- Linear Algebra
- Exploring Engineering
- Scientific Programming
- Foundations of Programming
- Files and Databases
- Electromagnetism and Quanta
- Models of Computation
- Intro to Probability

CS PROJECTS

UNC Workshop Portal Demo: https://www.youtube.com/watch?v=7MNOnm3BVu8

Team Project (HTML5, CSS, Angular, SQL, JavaScript, Python, OpenShift)

- Created, tested, and deployed a full stack workshop portal web application within the course of a semester.
- Worked in a team of four that was split two and two into frontend and backend.
- Focused primarily on the frontend with one other pair programmer but aided in the backend when needed.
- Handled deployment and secrets to UNCs *Carolina Cloud Apps* powered by Red Hat's Open Shift.
- Presented in a special topics course for the opportunity to have the web app used and renovated by the university.

Rock Paper Scissors Online Game Link: https://reactrps.netlify.app

Personal Project (JavaScript, React, HTML5, CSS)

- Developed an interactive and fun single player game for entertainment.
- Styled, personalized, and planned the design of the game.
- Implemented the game logic using only vanilla JavaScript and React components.
- Made the site responsive and available among several platforms including mobile devices.

Real Time Currency Converter Link: https://moneyconversion.netlify.app

Personal Project (JavaScript, React, HTML5, CSS, REST APIs)

- Created a practical and useful web application that allows users to figure out the value of their currency.
- Styled to be responsive, quick, and intuitive allows user to have real time currency value data on several devices.
- Uses currency exchange APIs to gather data on current currency values.

UNC Athletics Website Link: https://rupertom.github.io/COMP126-Website/

Team Project (HTML5 & CSS)

- Created a responsive and mobile friendly website using HTML5 and CSS with small exposure and use of JavaScript.
- Developed and executed an idea for creation of the website with a small team within a class.
- Participated in the process of creating and testing the website for compatibility between several components created by different members of the group.
- Lead the organization and delegation of responsibilities within the group.

MVC Akari Light Up Game Link: https://github.com/RupertoM/COMP301_Akari_Game

Individual Project (Java, JavaFX)

- Created a game with the use of a GUI implementation of the JavaFX UI library.
- Problem solved the several components of a Model View Controller implementation.
- Implemented an MVC strategy in which the controller managed all information and notifications to both the model and view acting as a bridge between the two.
- Self-taught use of the JavaFX Library as well as the intricacies of the MVC strategy in less than a week.