

# Raul Ramirez

<http://github.com/Sailanarmo>

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## Software Developer

### EDUCATION

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- **Utah State University** Logan, Utah  
*Bachelor of Science in Computer Science* *Dec. 2018*
- **Utah State University** Logan, Utah  
*Bachelor of Science in Computational Mathematics* *Dec. 2018*

### EXPERIENCE

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- **Scientific Computing and Imaging Institute** Salt Lake City, Utah  
*Software Developer* *February 2019 - Present*
  - Redesigned the Fluorender UI in Qt Creator.
  - Re-engineering the base code of Fluorender using C++17 for Windows, OSX, and Ubuntu.
  - Engineered a CMake build system for the new version of Fluorender.
  - Created an OpenGL Window to display microscopy data for visualization.
- **Space Dynamics Laboratory** North Logan, Utah  
*Software Engineer* *May 2018 - February 2019*
  - Developed tools in C++ to extract data from encrypted files.
  - Engineered a script in Python to extract sensor data and create data sets.
  - Created a GUI interface for a data extractor tool using QT.
- **Get Away Special Team** Logan, Utah  
*Get Away Special Coordinator* *May 2016 - May 2018*
  - **Team Coordinator:**
    - Coordinated weekly meetings with a team of engineers to discuss progress, events, and projects.
    - Systems Engineer for the GASPACS 1U Cubesat Payload.
    - Manage finances, politics, outreach, and projects.
    - Manage sub-teams such as Electrical, Mechanical, Software, and Simulations.
  - **NASA Aerospace Quality Workshop 2018:**
    - Awarded a stipend of \$500 to deliver a thirty minute presentation at the NASA AAQ Workshop.
  - **Utah NASA Space Grant Consortium Fellow:**
    - Selected as a fellow under the Utah NASA Space Grant Consortium to coordinate the GAS Team.
  - **Cubium:**
    - Developed an open source space flight software in C++ using a Linux environment.

### PROGRAMMING SKILLS

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- **Languages:** C++(11-17), C++ Templates, Python, Qt, CMake, Boost, OpenGL
- **Technologies:** Vim, Ubuntu, Windows, MacOS, iOS, Linux