Uriel Kugelmass

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EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN

Bachellor of Science in Computer Science
Business Foundations Program
McCombs School of Business
Expected May 2019
GPA: 4.0

RELEVANT COURSEWORK

COMPUTER SCIENCE

Algorithms and Complexity
Information Retrieval & Web Search
Principles of Computer Systems
Data Management
Computer Organization and Architecture
Data Structures
Introduction to Programming

MATHEMATICS

Probability & Statistics
Foundations of Logical Thought
Discrete Mathematics

SKILLS

LANGUAGES

Java • JavaScript • Python • TypeScript
HTML • CSS • C • C#

OTHER TOOLS

Angular 4 • KnockoutJS • .NET
Selenium • Jasmine • Protractor • SQL

FOREIGN LANGUAGES

Spanish | Native Speaker
Hebrew | Fluent
Portuguese | Conversant

EXPERIENCE

ULTIMATE SOFTWARE, INC | Intern - Software Development

May 2017 – Aug 2017 | Weston, FL

- Built a UI to be used within a micro services architecture using Angular 4, using D3 to visualize dependencies in a graph
- Added new components and features to an existing application used by numerous directors on a daily basis using KnockoutJS and C# (ASP .NET Web API 2).
- Presented the new application to the directors

COLLOKIA, LLC | Intern - Quality Assurance

June 2016 – Aug 2016 | Montevideo, Uruguay

- Built a test automation framework from scratch in JavaScript using Selenium Webdriver for the company's application
- Reviewed failed tests with senior software developers
- Reported directly to the company's CTO on a regular basis about progress and problems encountered in the application

ACADEMIC INVOLVEMENT

TUTOR | Sanger Learning Center at UT

Aug 2017 – Present

Currently teaching Programming I, Data Structures, Introduction to Logic and Discrete Math to other Computer Science students

AWARDS

GOOD NEIGHBOR SCHOLARSHIP

Awarded by the Texas Higher Education Coordinating Board
Spring 2016, Spring 2017

UNIVERSITY HONORS

Based on GPA obtained in the semester
Fall 2015, Spring 2016, Fall 2016, Spring 2017

MATHEMATICAL OLYMPIAD

Won a national Bronze model
October 2014

PROJECTS

PINTOS

Implemented several parts of an OS (Priority scheduling, system calls, virtual memory, file system)

DIJKSTRA

Built a program that implements Dijkstra's algorithm to decide the top ranked football team in a year

HUFFMAN CODING

Built a program to compress and Decompress different files using Huffman's algorithm