Andre Rivera

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EDUCATION

San Jose State University — San Jose, CA
Bachelor of Science in Computer Science, Minors in Geology, Math — *Aug 2021 – May 2025*
- **GPA: 3.87/4.00** — *Summa Cum Laude*
- **Relevant Coursework:** Data Structures & Algorithms, Object Oriented Design, Database Management Systems, Machine Learning, Artificial Intelligence, Game Design, Software Engineering

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, SQL (Postgres), JavaScript, HTML/CSS, R
Frameworks: OpenFrameworks, Tailwind, Astro, TensorFlow
Developer Tools: Git, Docker, VS Code, Visual Studio, Aseprite

PROJECTS

andre-rivera.netlify.app | *Astro JS, Tailwind CSS, HTML, Git* — Jun 2024 – Present
- Utilize the **Astro JS** framework and **Tailwind CSS** to build a personal portfolio site
- Maintain a blog and display development logs of past projects
- Working on designing a filtering system through JS to display projects in a concise manner

ToyBox | *C++, OpenFrameworks, Autodesk, Git* — Jan 2024 – May 2024
- Collaborated with student group as lead programmer to develop a physics-based 3D space lander game
- Utilized the **OpenFrameworks** graphics library to build a game engine in **C++**
- Learned how to design and model 3D objects in **Maya Autodesk**
- Designed an octree-based collision system and a physics system simulating the effects of gravity and thrust on a spacecraft in 3D space

A Slime's Small Adventure | *C#, Unity, Aseprite, Git* — Aug 2023 – Dec 2023
- Collaborated with a student group to build a physics-based 2D platformer game in the **Unity Game Engine**
- Designed tilesets, character art, and background artwork for using **Aseprite** drawing software
- Utilized game design principles to design two levels with simple puzzle mechanics

TRUCKBOMB | *C#, Unity, Git* — Feb 2023 – Jun 2023
- Engaged in weekly stand-ups with team and club for progress reports and updates
- Utilized **Trello** and **Miro** to accomplish an **AGILE** framework for working on tasks
- Created a robust mini game system with the **Unity** game engine and **C#** scripts
- Developed an endless driving game with **90% of 15 play testers with positive feedback**

EXPERIENCE

Lab Instructor — Aug 2024 – Dec 2024
San Jose State University — *San Jose, CA*
- Instruct labs of up to 36 students to teach topics relating to introductory Data Structures utilizing Java
- Foster collaboration and experimentation in a lab setting as well as assist in troubleshooting student-made programs
- Provide feedback and revise lab contents on a week-by-week basis

Learning Assistant — Jan 2022 – May 2024
San Jose State University — *San Jose, CA*
- Coordinated with faculty to help facilitate class of 180 students in lecture setting
- Co-led labs of 30 students with lab instructors and decide course material relating to Data Structures and Algorithms with faculty
- Participated in Train to Teach Science course to learn effective ways of breaking down and communicating confusing course material to students
- Reported an 80% increase in understanding lab concepts among survey involving 30 students