ROBERT LERIAS JR.

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EDUCATION

University of California, Riverside

Sept 2019 - Jun 2023

Bachelor of Science in Computer Science, Cum Laude

GPA: 3.72

TECHNICAL SKILLS

Languages/Frameworks: C++, C, Python, React, Next.js, TailwindCSS, HTML, CSS, Javascript, C#
Tools: Git, Github, Visual Studio Code, Figma, Adobe Photoshop, PowerBI, MixPanel, HotJar, Aesprite, Unity, MongoDB

EXPERIENCE

Anheuser-Busch St. Louis, Missouri

Technology Trainee Program Intern

June 2022 - August 2022

- Assisted wholesalers in the North American Zone through Anheuser-Busch's transition from Salesforce to BeerTech's new OnePortal software by creating 3 standard operating procedures that covered Forecasting, Ordering, and Appointments
- Organized user data in PowerBI, MixPanel, HotJar, and DataDog dashboards that aided both developer and functional teams in proceeding with production rollout
- Developed and designed a Support Tab using React, TailwindCSS, and Figma that centralized user experience on OnePortal

System Optimization & Computer Architecture Lab

Riverside, California

Undergraduate Researcher and Intern

March 2021 - August 2021

- Focused on performance efficiency by optimizing existing matrix-multiplication operations on GPUs and CPUs using a Directed Acyclic Graph, or DAG, based implementation of Strassen-Winograd's Algorithm
- Increased matrix-multiplication runtime by 15.3% by using the DAG Strassen-Winograd Algorithm on GPUs
- Contributed to research presented at The International Conference for High Performance Computing, Networking, Storage, and Analysis in St. Louis, Missouri

PROJECTS

NOVO | Next.js, TailwindCSS, Figma, MongoDB

May 2023 - Ongoing

- Led a team of 4 individuals in the development and implementation of NOVO, a dating web application focused on fostering connections with individuals seeking new experiences
- Designed and implemented captivating user interfaces and intuitive user experiences using Figma
- Developed both frontend and backend functionalities using Next.js, TailwindCSS, and MongoDB for key features including Feed, Activity Profiles, Profile Creation, Reviews, and Ratings

R'Parts | Next.js, TailwindCSS, Figma

Apr 2023 - Ongoing

- Led design initiative in a team environment and designed low-fidelity wireframes and interactive prototypes on Figma for a student-based second-hand marketplace for computer hardware
- Developed multiple web pages using Next.js and TailwindCSS including Landing and Sell

BeatDrop | Next.js, TailwindCSS, Figma, Adobe Photoshop

Jan 2023 - Ongoing

- Led design initiative in a team environment and designed low-fidelity wireframes and interactive prototypes on Figma for a geographic-based music-sharing social media
- Created reusable components, including song listing and team profiles, that streamline development process and improve website performance using Next.js and TailwindCSS

Bob&Rod's: VR Carnival Experience | C#, Unity

Nov 2022 - Dec 2022

- Designed a three-dimensional VR environment on Unity to simulate 3 carnival experiences on the Oculus Rift
- Integrated 5+ C# scripts responsible for environment behavior, gameplay functionality, and controller operations

PUBLICATIONS

Carodan M., Chow M., Lerias R., Ranganath K., Wong D. (2021). "Energy Efficient Task Graph Execution Using Compute Unit Masking in GPUs". The International Conference for High Performance Computing, Networking, Storage, and Analysis (SC21).