

SAUL REYNA

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EDUCATION

Bachelor of Science | *Computer Engineering/Computer Science*

Graduating December 2022

Northeastern University | In-Major GPA: 3.5

Boston, MA

Relevant Coursework: *Computer Systems, Algorithms and Data, Fundamentals of Software Engineering, Computer Graphics, Object Oriented Design, Embedded Design: Enabling Robotics, Circuits and Signals: Biomedical Applications*

WORK EXPERIENCE

Cloud Services, Software Engineering Co-op

July 2021 – December 2021

Motorola Solutions - Avigilon

Boston, MA

- Introduced a microservices architecture to legacy monolithic services throughout the codebase and deployed them through the Azure Kubernetes Service
- Designed the CI/CD pipeline to deploy the services using Helm while spearheading a new technology to improve security within the microservices
- Diagnosed unexpected traffic, performance issues and product errors via Azure Monitor
- Strengthened the behavior and security of the company product's front- and back-end using a combination of C#, React and SQL

Software Quality Assurance Co-op

July 2020 – December 2020

Verisk AIR Worldwide

Boston, MA

- Implemented UI and API tests to run against the company's software suite using Gherkin, C# and SpecFlow
- Evaluated and reported results from new-feature, performance, longevity, stress, benchmark testing
- Reduced the time to generate data for tests by automating the workflow responsible for creating data for regression and benchmark testing

PROJECTS

Pong w/ Rust | *Rust, WebAssembly, Apache*

Spring 2022

- Built an implementation of the Pong video game using a Rust toolkit used to create window applications
- Generated Javascript and WebAssembly artifacts which were used to host the game within a web page
- Served an Apache server through DigitalOcean to host the program and embedded it into the saulreyna.dev sandbox

saulreyna.dev | *React, Typescript, Digital Ocean*

Spring 2021

- Developed a personal portal to include quick information/links and host personal projects along with any web-related experiments
- Hosted through Digital Ocean alongside an app spec written in YAML to automatically redeploy whenever a change is detected in the deployment branch
- Introduced appropriate responsive web design to allow accessible viewing in both mobile device and desktop screens

neujcc.com | *Javascript, Firebase, Github Actions*

Fall 2021

- Launched an informational website containing info about a school's organization written primarily in Javascript
- Leveraged Github Actions to automate the pushing and deployment of the main branch once a pull request had been merged
- Worked in a team of 5 to work on different aspects of the project such as CI/CD, design and code

Minecraft Server Hosting w/ GCP | *Compute Engine, Linux, Java*

Summer 2020

- Hosted and managed a personal modded Minecraft server with using the Compute Engine service
- Implemented a tool that detected inactivity in the server and triggered the VM to power off to reduce costs
- Created a site that allowed players to start the server with the use of HTTP requests and Cloud Functions

Discord Bot w/ discord.js | *Javascript, Heroku, Discord API*

Summer 2018

- Developed and maintained a bot with discord.js, a node module to interact with the Discord API
- Provided interactivity between server members and the server and automated moderator responsibilities such as role assignment and message deletion
- Deployed and hosted through Heroku which led to the near deletion of the entire server (one of my biggest lessons so far)