

# Bryan Olivares

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## EDUCATION

**University of California Santa Barbara**  
*Bachelor of Science in Computer Engineering*

**Date: Fall 2020 - Spring 2023**

## EXPERIENCE

**Karl Storz Imaging Inc., Goleta, CA**  
*VDP Software Intern*

**Date: June 2022 - June 2023**

- Developed and implemented Visual Basic scripts to automate the process of generating change reports from the main repository. These reports consolidated merge information from various contributors across different branches, thereby streamlining the management of our codebase.
- Employed threat modeling with Microsoft tools to develop and create workflow diagrams enhancing understanding of potential threats and vulnerabilities.
- Utilized Docker containers and embedded systems skills to effectively troubleshoot and debug Front-End modules (FEMS) that link with a camera control unit and to a camera head.

**Chabot College, Hayward, CA**  
*MATLAB Learning Assistant*

**Date: February 2020 - May 2020**

- Used MATLAB skills to assist the students in completing their assignments and understanding the material.
- Developed professionalism when working with students from different backgrounds.
- Used different methods of inspiration to keep students motivated throughout the semester.

**Chabot College, Hayward, CA**  
*Engineering Robotics Club Participant*

**Date: November 2018 - May 2020**

- Contributed to the design and construction of a team-built robot, showcasing engineering skills and teamwork during the E-Fest Robotic design competition created by the Engineering and Computer Science Club.
- The software role was given to me for this project. Used Arduino and LED lights to develop an interactive game.
- Demonstrated exceptional teamwork and communication abilities, which further the team's productivity during the competition.

## COURSEWORK

- Sensor & Peripheral Interface Design
- Multimedia (computer image processing & computer vision)
- Advance App Programming
- Electrical Circuits and Devices
- Intro & Advance Data Structures in C++ & Python

## SKILLS

Proficient in: C++, Python, MATLAB, Java, Git, React, Flutter, Dart, Firebase, MongoDB

## PROJECTS

### Capstone | Data Driven

**Date: September 2022 - June 2023**

- Achieved second place in a competitive capstone project, working with a team to design, develop, and present solutions.
- Collaborated with a team to develop an end-to-end solution that changes fleet management. Our system gathers live data from vehicles, sends it to the cloud, and displays it on a dashboard for easy analysis.
- Showed adaptability by learning API development and Flutter. Used these skills to create a front-end website, which includes all of the parameters from the PCB.
- Created a data visualization interface and used API data to generate graphs of different vehicle parameters. People can use this tool to compare different vehicle parameters, identify potential issues, and trace vehicle usage through a calendar-based search feature.

### React Project | GauchoRide

**Date: May 2023 - June 2023**

- Contribute to GauchoRide, an application to assist students facing difficulties in getting to class. The application serves as a platform for planning and organizing rides and pickups.
- Analyzed and understood complex legacy code, to develop back-end CRUD implementations for ride request forms.
- Enhance the look and feel of the front-end by implementing changes to align better with the UCSB identity.
- Utilized GitHub in a team setting by participating in code reviews, creating pull requests, and fixing merge conflicts.

### Android Project | Ready Set Balance

**Date: November 2021 - December 2021**

- Learned how to make a step counter that utilized the accelerometer in the device to count the user's steps throughout the day.
- Implemented a BMI calculator to enable users to measure their Body Mass Index wherever they are.
- Leveraged Google's Firebase API for back-end services, implementing features like authentication for the app's robust login and registration pages

### Flutter Project | Flutter Hack 20

**Date: June 2020**

- Utilized Dart and Flutter to create a COVID-19 informational application.
- Implemented animations to show a natural connection between transitioning components in the application.
- Used webviews to retrieve articles from different news sites and combine information for easy access and consumption.
- Collaborated in a team of three, adequately dividing the responsibilities amongst each other to ensure a well-built application.

