Carlos David Rivera

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Education

Georgia State University   **Atlanta, GA**
Bachelor of Science in Computer Science   *June 2022 – December 2023*

Georgia Institute of Technology   **Atlanta, GA**
Bachelor of Science in Computer Engineering   *January 2024 – May 2027*

- Concentration: Cybersecurity and Systems/Architecture
- Minor: FinTech (Financial Technology)
- Relevant Coursework: Object-Oriented Programming, Algorithms and Data Structures, Design and Analysis of Algorithms, Programming Hardware/Software Systems, Digital Design

Research

Defense Industrial Base Cyber Compliance | *VIP (Vertically Integrated Projects)*   **Atlanta, GA**
Research Project   *January 2025 – Present*

- Developed and deployed strategies to assist small companies with DoD contracts in achieving **Cybersecurity Maturity Model Certification (CMMC)** compliance, aligning processes with **NIST 800-171 standards**
- Implemented **risk management frameworks** for manufacturers and suppliers, focusing on compliance with cybersecurity guidelines and best practices to ensure robust protection of sensitive data

Projects

Spotify Wrapper | *Class Project*

- Coordinated team roles and responsibilities using **SCRUM methodology**, ensuring smooth progress, effective collaboration, and timely achievement of project milestones
- Designed and built a responsive Spotify Wrapper interface using **ReactJS** and **Material UI**, delivering an enhanced user experience for viewing Spotify data
- Utilized **Django** to develop a robust backend API, integrating **Spotify API** endpoints to handle user data and requests

Minecraft Snake Game | *Class Project*

- Designed and implemented a **custom Doubly Linked List (DLL)** in C++ on an ARM Cortex-M platform to manage dynamic memory for the snake body in real-time.
- Engineered a fully playable **Snake game on an MBed microcontroller**, utilizing a uLCD screen and navigation switch for real-time user input and feedback.
- Created custom sprite rendering for game visuals and integrated advanced mechanics including **item spawning, collision detection, boost logic**, and memory-optimized growth behavior.

Work Experience

Burger 21   **Lawrenceville, GA**
Front-of-House Staff   *February 2022 – August 2023*

- Took on a variety of roles, including customer service, inventory management, and operational support, to seamlessly address and resolve staffing shortages and ensure uninterrupted service
- Collaborated with a team of 5-10 members per shift to ensure performance, adherence to standards, and effective communication, while supporting the General Manager in operations and decision-making

Skills

Programming: Python, Java, JavaScript, C/C++, RISC-V Assembly

Hardware: VHDL

Developer Tools: Git, VSCode, Figma, Mbed Studio

Libraries/Frameworks: Django, ReactJS, Material UI

Languages: Spanish (native), English (fluent), French (conversational)