Richard C. Remigoso, Jr.

rremigoso4310@gmail.com ▪ linkedin.com/in/richardremigoso ▪ github.com/deNuru ▪ (224) 424 – 8996

Education

Bachelor of Science in Computer Engineering	Expected: **Spring 2020**
University of Illinois at Chicago	GPA: 3.2/4.0

Skills & Certificates

Programming Languages: C/C++ *(Proficient)*, Java *(Proficient)*, HTML/CSS *(Proficient)*, ARM Assembly (Proficient), JavaScript *(Familiar)*, SQLite *(Familiar)*

Nanodegree: Android Basics Nanodegree by Google

Tools: Android Studio, Code Composer Studio, Microsoft Visual Studio Code, Polymer 3.0, Ionic Framework

Experience

Software Developer Intern   June – August 2018
Alight Solutions – Lincolnshire, IL

- Collaborated with a team of 3 to develop and deploy an internal company website using *JavaScript* and *Web Components*.
- Contributed in the development of a hybrid mobile app using *JavaScript* and improved its design by adding 2 additional features useful for employees.

Student Computer Specialist   August 2017 - Present
UIC School of Public Health – Chicago, IL

- Provide technical assistance and support for issues related to computer systems, software, and/or hardware.
- Assist in computer setup and deployment for new faculty using standard images and software.

Projects

Digital Thermometer *(C, ARM Assembly Language) – Course Project*   Fall 2018

- Built a digital thermometer using Grove base BoosterPack, Grove Temperature/Humidity sensor, Grove 4-Digit display, and Tiva C Series Launchpad.
- Developed the back-end programming of the device to read the temperature of the room/environment and display it on a digital display in Celsius using *C* and *ARM Assembly Language.*

Inventory App *(Java) – Personal Project*   Summer 2018

- Designed and created the structure of an app that allows a store to keep track of its inventory using *Java*.
- Integrated Android's file storage systems to store product information in an *SQLite* database, allowing the user to add, update, delete, and view product information from the database.

Spark Tank Website *(JavaScript, HTML, CSS) – Internship Project*   Summer 2018

- Contributed with the design and development of an internal company website using *JavaScript*. Graphically designed to follow company styling and guidelines using *CSS* and *HTML*.
- Integrated Amazon Web Service DynamoDB as database for employee spark tank submissions.

Conway's Game of Life *(C) – Course Project*   Spring 2018

- Built an adaptation of the zero-player game that utilizes linked list using *C* language. Obeys the 4 transition rules of the game and uses it to output the results per generation.
- Implemented an option to choose between initializing the original positions of the "live-cells" through standard inputs or through a set of data from a .txt file.

Memberships

Association for Computing Machinery (ACM), *Member*   January 2018-Present

- Collaborating on constructing a blockchain project, and currently learning about distributed ledger technology.