

EDUARDO RAMIREZ

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EDUCATION

University of California, San Diego: B.S. Computer Science (GPA: 3.24) Expected Grad: 2016

- *Relevant Courses:* Advanced Data Structures, Computer Organization and Systems Programming, Database Systems Principles, Software Engineering, Server Side Applications, Design and Analysis Algorithms, Theory of Computation, and Introduction to Probability and Statistics

WORK EXPERIENCE AND PROJECTS

Jan 2014 – Present

GUI Touch

- Working in a team of three to give the touch and mkdir Unix commands a GUI
- Using Python and bash to write the scripts that will run the desired commands
- Will be implementing regex libraries to allow users to create multiple files or directories with similar names
- Creating templates (Videos, Music, Photos, etc.) that will contain the most commonly used extensions to expedite file creation

Sept 2013 – Present

Computing Consultant at UCSD's Academic Computing and Media Services/ ResNet

- Troubleshoot TCP/IP and network connections
- Resolve complex student account issues
- Develop methods for removing the latest malware infecting computers

June 2013 – Present

Tutor at UCSD's Computer Science and Engineering Department

- Tutor students in data structures and object oriented design in Java under Professor Christine Alvarado
- Help student understand complexity, generics, and debugging of code
- Respond to student questions on Piazza forum

Aug 2013 – May 2014

Software Programmer at UCSD's Distributed Health Labs (Qualcomm Institute)

- Built iOS application for Qualcomm's Tricorder XPrize to seamlessly integrate patient medical history and similar information with a medical database
- Presented data intuitively based on various chosen analytics
- Implemented software using Python and its Django framework along with the MongoDB to store the information
- Created the registration process for both patients and physicians
- Used Git to push/pull working implementations to/from the project repository

Sept 2013 – Jan 2014

Research Assistant at UCSD's Engineers for Exploration

- Worked on the AUV Stingray Project under supervision of Dr. Ryan Kastner
- Used the Robot Operating System framework implemented in C++ and Python
- Created algorithms for stabilizing the Stingray by using a PID controller that continuously reads data from different sensors allowing the robot to maneuver when submerged in water
- Synchronized various sensors in order to receive uniform readings to map the Stingray in three dimensional space

SKILLS

Technologies: Java, Python, CSS, HTML, C, C++, Unix Git, JUnit, CUnit, and Vim