Murrieta, CA
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# Edward Rubio

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## TECHNICAL SKILLS

| | |
|---|---|
| **Languages** | JavaScript, TypeScript, Python, C++, C |
| **Technologies** | HTML5, CSS, SASS, React.js, Node.js, Svelte |
| **Tools** | Webpack, Babel, Git |
| **Operating Systems** | Linux, OS X, Windows |
| **Soft Skills** | Adaptable, Spanish Speaker, Team player, Visual Communication |

## EXPERIENCE

**Software Developer**                                                                            **July 2019 — Present**
General Atomics                                                                                          Poway, CA

- Investigated and fixed issues with user software
- Built customer facing pages using web technologies
- Improved efficiency of testing framework with caching
- Wrote automated tests for new platform

## PROJECTS

**Embedded System Project**

Designed and built a 2D Platformer game in C with collectibles, collisions, and enemies.
- Programmed collision detection between objects
- Designed enemies and their behavior
- Implemented microcontroller peripheral interface systems for SPI communication

**Virtual Reality Project**

Designed and implemented a VR unity game in C# with support for multiple platforms.
- Created projectiles, enemies, and level
- Cross platform Support ( Daydream and Oculus )

**Senior Project**

Led a team of five in the design and implementation of a 3D hack and slash unity game in C# with enemies, levels, and matchmaking.
- Designed and implemented menu system
- Designed characters and class inheritance
- Programmed enemy artificial intelligence
- Programmed matchmaking management

## EDUCATION

**Bachelor of Science in Computer Engineering,** University of California Riverside, GPA: 3.66          **Sept 2015 — June 2018**

## COURSE WORK

- Intermediate Data Structures and Algorithms
- Unix Administration
- Computer Networks
- Design and Architecture of Computer Systems
- Introduction to Very Large System Integration
- Software Construction
- Computer Graphics
- Discrete Structures