**Yamil Asusta**-**Santos**

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| **EDUCATION** |  |  |
| **Computer Science** **B.S.** | **University of Puerto Rico – Rio Piedras** |  |
| * **Major GPA: 3.60** | * **GPA: 3.30** | Graduation Date: **May 2014** |

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| **WORK EXPERIENCE** | | | | | | |
| **Software Engineer Intern** | | **Verizon Wireless, New Jersey** | | | | Summer 2012 |
| * Designed & implemented an intuitive parser that is able to produce code autonomously * Automated the testing of API’s up to 75% with the parser * Simulated all front-end clients with automated requests generated from the parser | | | | | | |
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| **Computer Engineer Co-op** | | **Johnson & Johnson CPW, New Jersey** | | | | Jan 2011 to June 2011 |
| * Developed a wireless, autonomous and device agnostic testing interface for 8 prototypes | | | | | | |
| * Developed self-governing and intuitive robotics algorithms reducing human error by 100% | | | | | | |
| * Parallelized a spectroscopy algorithm to run up to 100% faster | | | | | | |
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| **Software Developer** | | **Computer Research Lab in UPRM** | | | | Jan 2010 to Jan 2012 |
| * Project manager using Affinity Research Groups methodology | | | | | | |
| * Parallelized algorithms improving their speed up to 300% in some cases | | | | | | |
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| **Software Engineer** | | **CyberShare, University of Texas** | | | | Summer 2010 |
| * Parallelized/optimized seismic tomography algorithms increasing speed up to 50% | | | | | | |
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| **Software Engineer Co-op** | | **Ethicon, Inc, San Lorenzo** | | | | Jan 2010 to May 2010 |
| * Mentored 15 students for the FIRST Robotics Competition | | | | | | |
| * Designed a control system that enabled a robot to play soccer autonomously | | | | | | |
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| **TECHNICAL EXPERIENCE** | | |  | | |  |
| * Developed a mobile application where users communicate based on location (node.js, mongoDB) | | | | | | |
| * Designed & implemented an open-sourced email based advertising platform (Java) | | | | | | |
| * Maintainer & Developer of Foursquare Venues module in npm (node.js, Foursquare API) | | | | | | |
| * Implemented a Visual BattleShip & Sliding Puzzle games for class projects (Java, mongoDB) | | | | | | |
| * Developed & Published a multi-XSD generator for sample XML files (XML/XSD, Java) | | | | | | |
| * Open-Sourced scrappers, scripts & tools (Java, Python, mongoDB, node.js) | | | | | | |
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| **LANGUAGES, FRAMEWORKS & TOOLS** | | | | | | |
| * Java | * C/C++ | | | * node.js | * CoffeeScript/JavaScript | |
| * Python | * HTTP | | | * JSON | * Foursquare API | |
| * XML/XSD | * HTML | | | * mongoDB | * PaaS(Heroku & nodejitsu) | |
| * Git | * jQuery | | | * Postmark API | * Twitter Bootstrap | |
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| **RECENT ACTIVITIES** | |  | | | |  |
| * Hacker Rank & Verizon Wireless Student Ambassador (2012) | | | | | |  |
| * Selected for Procter & Gamble’s Emerging Leaders in IT Experience (2012) | | | | | | |
| * Programming Competition at UPR Ponce – 2nd place (2011) | | | | | | |
| * Microsoft’s Imagine Cup Regional – 3rd place (2011) | | | | | | |
| * Presented research posters at RICC, CAHSI & UTEP(2010-2011) | | | | | | |