

# EDUARDO RAMOS

## Phone

619-908-9287

## Email

ramosedward8@gmail.com

## GitHub

<https://github.com/eramos4>

## SKILLS SUMMARY

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- **Proficient Languages:** Java, C, C++, HTML, CSS, SQL, Python, JavaScript
- **Design software proficiency:** Photoshop, Figma, Procreate, Illustrator
- Experience creating full-stack web applications with React, Vue and PostgreSQL
- Fully developed UI/UX design for web and mobile applications
- Fluent in Spanish and French

## EDUCATION

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### Bachelor of Science in Computer Science

San Francisco State University, San Francisco, CA

**Degree Expected:** May 2020

**Relevant Courses:** Data Structures & Algorithms, Operating Systems, Software Development & Engineering, Internet Application Design & Development

## EXPERIENCE & SOFTWARE PROJECTS

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### Management Intern | Public Utilities | San Diego, CA | September 2017 – July 2018

- Slashed data entry time in half by implementing more efficient ways of managing data
- Increased productivity by automating tasks with shell scripts to track progress
- Produced more efficient Excel spreadsheets for city inspector
- Implement more efficient methods of automating email sending processes with VBA scripts
- Provided excellent customer service experience while managing department hotline

### Gator Groceries (ReactJS, NodeJS, ExpressJS, PostgreSQL)

- Developed mobile application for students to sign up to create free food assistance orders
- Implemented mobile app and admin account interface in React
- Created UI/UX design mock ups in figma for implementation
- GitHub project: <https://github.com/shane-au-wade/sfsu-gatorgroceries>

### Puppy Poker (ReactJS, NodeJS, ExpressJS, PostgreSQL)

- Designed Online Puppy themed Poker game
- Implemented game interface in React
- Created UI/UX design mock ups in figma for implementation
- Created all assets in Photoshop & Procreate including all 52 dog themed cards

### Super Dungeon Game (Team Lead, Unity)

- Team Lead for creating multiplayer dungeon crawler style game built in Unity
- Wrote game logic in C#
- Implemented multiplayer server with AWS
- Designated tasks and maintained productivity through team meetings and discussion