Erick Soto

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Fluent in English and Spanish

 ericksotoe
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Education

University of California, San Diego   Sept, 2015 – March, 2019
- B.S. Math-Computer Science
- Member of TRiO SSSP

Clearances

Prior Secret Clearance

Skills

Programming Languages

Dart, Python, Java, C++, C, C#, ARM, Swift, SQLite, R, MATLAB, Javascript, HTML, CSS

Tools

Flutter, XCode, Vim, REST, Arduino, Intellij, Sublime Text, Firebase, Visual Studio, Shell Scripting, Git, Linux, Windows, Mac

Interests

Software Development
Mobile Development
Artificial Intelligence
Game Development
Computer Graphics
Human Computer Interaction (HCI)
Data Science
Robotics

Employment

Military Police at United States Marine Corps
- Responded to medical, fire, and car accidents; quick response minimized injuries and protection of U.S Military resources, saving millions of dollars
- Documentation of emergency response assisted the Marines in developing new measures to prevent and minimize future incidents

May, 2009 | Oct, 2012

Veterans Affairs Student Senator at MJC   Modesto, CA
- Represented the over 200 veterans at Modesto Junior College
- Helped to organize a Veterans Resource Fair

May, 2014 | Apr, 2015

Shuttles Driver at UC San Diego   San Diego, CA
- Responsible for transferring students and faculty throughout the UCSD campus in a safe and timely manner
- Communicate with Passengers and the Dispatcher to ensure the safety of Passengers and other Drivers

June, 2018 | Present

Projects at UCSD Jacobs School of Engineering

Recipe Management and Cooking Assistant Mobile Application | React Native, Firebase, Python
- Software Engineering, Project-based course with Professor Gary Gillespie
- Created a RESTful API using Python's Flask framework
- App that stored 20,000+ recipes and would give recommendations depending on fridge stock, food allergy, and preferences
- Managed a google cloud server which held the REST API and local database
- Worked with server and client side to make an intuitive user experience

March, 2018 | June, 2018

Micromouse | C, C++, STM32f4
- The goal of the competition is to build and program a mini-robot to find the center of a 16x16 maze
- Analyzed and implemented FloodFill algorithm to help find the center

Sept, 2016 | June, 2017

Career Development

Research Assistant at UC San Diego
Sept 2016 – June 2017, San Diego
- Utilized Python, JavaScript, and Blockly to increase the user experience amongst both novice and experience programmers
- Worked with Dr. Steven Swanson to help in the development of Gadgetron
- Analyzed different test users to find faults in existing tools and implemented solutions

SD Hacks | Java, Raspberry Pi
Oct 2016, San Diego
- Helped implement a color detecting algorithm
- Utilized the Raspberry Pi as an image processor to distinguish changes in images
- Used to help keep track of available stalls in a parking structure