

EDUCATION	Massachusetts Institute of Technology — Cambridge, MA	September 2013 - May 2017
	B.S. Computer Science Cumulative GPA: 4.7 Relevant Coursework Introduction to Algorithms, 6.006 — Spring 2015 Elements of Software Construction, 6.005 — Fall 2014 User Interface Design, 6.813 — Spring 2015 Artificial Intelligence, 6.034 — Fall 2014 Computation Structures, 6.004 — Fall 2014 Mathematics for Computer Science, 6.042 — Fall 2014	
SKILLS	Programming Languages Proficient: Python, Java, Javascript, HTML and CSS, MATLAB	
	Tools/Software Linux, Adobe: Photoshop, Indesign, Illustrator	
	Languages Fluent in English and Spanish	
EXPERIENCE	Google Inc. — Mountain View, California	Summer 2015
	<i>Engineering Practicum Intern</i> <ul style="list-style-type: none"> Developed real-time state change notification framework for Google Fiber Account management systems with high fan out. Leveraged various internal Google infrastructure to create a scalable solution to deal with upcoming Fiber city expansions. 	
	Massachusetts Institute of Technology — Cambridge, Massachusetts	Fall 2014
	<i>6.01 Lab Assistant — Introduction to EECS I</i> <ul style="list-style-type: none"> Worked with 6.01 students on labs and other coursework. 	
PROJECTS	Google Inc. — Cambridge, Massachusetts	Summer 2014
	<i>Engineering Practicum Intern</i> <ul style="list-style-type: none"> Developed an internal schema management tool for an infoextraction subteam of Knowledge Graph. Added the foundation for an upgrade path for updated schema that was nonexistent before. 	
	Scavengr <i>scavengr.meteor.com</i>	Spring 2015
	<ul style="list-style-type: none"> Location-based scavenger hunting app for Android created for mobile app development class. Worked on performance, analytics, and location-detection of the app as well as the data server and website. 	
	Force Feel'd <i>everrosales.github.io/MakeMIT-2015</i>	Spring 2015
	<ul style="list-style-type: none"> Force feedback system for VR using LeapMotion and Oculus Rift DK2. Quantlet that would restrict finger movement upon collisions within the VR environment. Worked on Software demo and interface with LeapMotion, Oculus Rift and the quantlet. 	
	PetHub <i>everrosales.github.io/PetHub</i>	Spring 2015
	<ul style="list-style-type: none"> Website UI prototype for User Interface Class designed to help connect pet owners with potential pet sitters. Worked on overall design and implementation of the mock UI. 	
	OpenDeed	Spring 2015
	<ul style="list-style-type: none"> White paper proposing new system for digitizing property and ownership of property using colored coins. Worked primarily on the technical aspects of the paper including the implementation of the system and applications of the blockchain and cryptocurrency to the problem of verifying property ownership. 	
	RoadRunner <i>roadrunner.meteor.com</i>	Winter 2015
	<ul style="list-style-type: none"> Simple way to find restaurants, points of interest, and more for planning roadtrips. Worked on full stack of Web App, including database management and design/workflow of application. 	
AWARDS	Stanford-MIT Blockchain Hackathon <i>OpenDeed</i> — Winner	Spring 2015
	MakeMIT <i>Force Feel'd</i> — 2nd Overall Hack and Oculus sponsor prize	Spring 2015
	HackatBrown <i>Uneed</i> — Best Real World Hack sponsor prize	Spring 2015
	MIT Web Programming Competition (6.148) <i>Roadrunner</i> — Semifinalist	Winter 2015
	HackMIT <i>Classifi</i> — MIT Big Data Living Lab sponsor prize	Fall 2014