

Iverson Ruffin

Phone: 704-493-3258

Email: engineer.iversonruffin@gmail.com

Website: <https://iruffin.github.io>

Location: Charlotte, NC

Summary

Hello, I'm Iverson Ruffin. I am a Fall 2023 graduate - Bachelor of Science, Computer Science - from the University of North Carolina at Charlotte with a concentration on Software Engineering (I feel like I am more of a gaming and robotics person, but SE is cool too!).

I have done about 1-2 years of information technology, servicing computers in the classroom and assuring that they are running properly for the students. I am passionate about exploring the intersection between art and technology which involves software development, gaming, and robotics. I am currently searching for work within a software engineering/development field that will help me build skills professionally in the tech industry, along with improving my design skillset.

Ideally, later in my career, I see myself in the classroom teaching about the bridge between art and computer science, to help others who wish to go out on their own journey.

Education

School: University of North Carolina at Charlotte

Degree: Bachelor of Science - Computer Science - Software Engineering

Graduation Date: 12/15/2023

Work Experience

UNC Charlotte Mentor Program

Fall 2023

Computer Science Mentor

- Helped fellow students to navigate their college plan and provide them with

guidance about succeeding in computer science courses

- Arranged weekly or monthly meeting with students to help assess their overall plan, as well as providing them with resources for their college experience

NC State University SRCA(Socially Relevant Computing and Analytics) Research **May 2023 - July 2023**

Full - Time Undergraduate Researcher Internship

- Taught computer science principles involving robotics, gaming, and software development to students in STEM camps
- Collaborated with graduate and undergraduate students to create effective lesson plans for teaching computer science using block-based programming
- Conducted research with camp students, and presented research findings at Summer Symposium

CodeRev Kids Charlotte, NC
Instructor

June 2023 - July 2023

- Taught 80+ kids (about 20 per week through 4 weeks), aged 8-14, about the basics of coding and how to code by utilizing video games(Minecraft-Java, Roblox-Lua, REV Robots-Arduino)
- Collaborated with co-workers to organize child-friendly lesson plans for kids to demonstrate their coding skills
- Split kids up into groups in order to increase their comfortability with sharing projects and ideas with their peers

Projects

Portfolio/Personal Website
Web Design(link at the top)

January 2024

- Developed portfolio website using Bootstrap, HTML/CSS/JS.
- Website features an assortment of artwork, a link to my CV, and an about page for informing viewers about my brand and background.

Code-to-Go

Software Development Projects

Fall 2023

- Developed an online code repository called “Code-to-Go” that allows users to upload and pull snippets of code from their account(Agile project groups)
- Made for teachers, students, and programmers to seamlessly keep track of code snippets and gather feedback from other users
- Includes a VSCode extension which pulls individual code snippets from the repository into the VSCode IDE

Core Skills

- **Technical:** Java, C++,C, Python, HTML/CSS/JavaScript, mySQL, PhotoShop, Clip Studio
- **Drafting:** storytelling, drawing, strong communication and collaboration skills
- **IDE uses:** Apache Netbeans, Visual Studio Code, jGrasp, Virtual Machine, GameMaker