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JONATHAN SIAS

PROFESSIONAL OBJECTIVE

Resourceful Computer Engineer candidate seeking a fulltime position. I'm detailed-oriented, enthusiastic, contribute well to team collaborations, and have a strong willingness to learn. Aiming to secure practical work experience and professional development opportunities.

EDUCATION

University of Texas Rio Grande Valley   Graduation Date: **December 2021**

Bachelor of Science in Computer Engineering   Overall GPA: **3.30**

Relevant Coursework

Software Engineering I & II	Internet Programming	Cyber Security
Computer Networks	Database Design and Implementation	Computer Architecture
Algorithms and Data Structures	Object Oriented in Prog. in JAVA	Senior Design I & II

PROFESSIONAL EXPERIENCE

University of Texas Rio Grande Valley, Computer Science Department   **June 2021 – August 2021**

Part-Time Research Assistant

- Assisted the lead research assistant in a Unity3D VR project supervised by our chairman professor.
- Gathered information to study stereoscopic projection through an immersive 3D VR six-sided CAVE display system.
- Participated in peer-to-peer team collaboration. Attended daily meetings to discuss and communicate ideas effectively.
- Integrated Unity, VR plugins, and Visual Studio for development of our project.

PROJECTS

UniJug Smart Water Bottle – *Senior Design Project*   **January 2021-December 2021**

- Team oriented project focused on the design, test, and programming of a Smart Water Bottle that allows the consumer to keep track of their water intake via an Android application and sanitize the water using an UV emitter integrated in the bottle.
- My areas of concentrations: design the front end of the application, design and create a wireless charging component to recharge the bottle's LiPo batteries, and unit test and program hardware components.
- PCB designs: Voltage Divider & Sensor PCB used to wire all modules. Wireless Charger PCB used for the receiver part of the wireless charger.

Homebrew - *Mobile App Development*   **September 2021 – October 2021**

- Project emphasizing the application of Agile methodologies using VSCode and Android Studio Emulator.
- Programmed app using Flutter and Dart. Workflow comprised of git, multi-branching, and unit testing.
- Implemented integration tests into app to have continuous integration using the code magic software.

TECHNICAL SKILLS

Programming: HTML, CSS, JavaScript, Java, C++, C#, Ruby, Dart

Operating Systems: Microsoft Windows, Linux, Android, iOS

Technologies: VS Code, Unity, Android Studio, Flutter, GitHub, AWS