# Karl Mathew D. Ramos

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## Education

**University of Florida**                                                                                              **GPA 3.47/4.0**

Bachelor of Science in Computer Science and Certificate in Artificial Intelligence Fundamentals            Fall 2023

## Skills

Back-end: C++, Java, SQL/Databases(Basic), Git, Firebase, Debugging, Unit Testing(Basic), Linux, Matlab, Arm
Front-end(all basic): React, Html, CSS, JavaScript,
Others: Customer Service, Open Source Contribution, Google Maps API (basic), UX Design

## Project Experience

**Parser and Scanner (JAVA)**                                                                                  Jan 2023 - Current

- I collaborated with another student to implement a program that performs lexical analysis on input, which will then be parsed into an abstract syntax tree using a recursive descent algorithm. Later, it will evolve into a compiler.

**The ME Project (REACT)**                                                                                              Dec 2022

- I worked in collaboration with 3 other students to develop a website used for mental health wellness tracking that stores diary entries.
- We used the agile scrum methodology to conduct code reviews, conduct static code analyses, design wireframes and software architecture models, create user personas and storyboards, host daily scrum meetings, and sprint retrospectives, and create product and sprint backlogs.
- As the project manager, I personally scheduled every meeting and provided the tools like Trello and Figma to create the diagrams.

**Google Software Product Sprint Participant (HTML, CSS, JavaScript)**                              June-Aug 2022

- I worked in collaboration with three other participants to develop a website tailored for non-verbal children. The website allows users to save terms and pictures on flashcards which can be converted to audible speech by hovering over them.
- We utilized firebase, google translation API, and firebase database API to facilitate accounts, produce speech, and store the cards.

**Movie Recommender** (C++)                                                                                          Aug 2022

- Collaborated with 2 students to develop a command-line interface program that uses 70,000 points of data to recommend movies with data structures. I implemented unordered maps and maps without the use of the standard library.

**Minesweeper (C++)**                                                                                                     Mar 2022

- Created a Minesweeper game in C++ with the SFML library, a tile-revealing algorithm, and a user interface that can change maps, debug flags, and reset the game.

## Work Experience

**Teacher Assistant for AI Fundamentals Course**| University of Florida                              Jan 2022-Current

- Graded student assignments and communicated with students about their work

## School Involvement and Scholarships

Mentor for Association for Computing Machinery at UF                                                           Sept 2022

- I gave guidance and advice to Computer Science freshmen and sophomores

**Scholarships**: MCS AI Diversity, Gainesville Charitable Foundation, Florida Transfer College, Program Strategic Emphasis