KEVIN JUSEF BASTIAN PÉREZ
SOFTWARE ENGINEER

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EDUCATION

Rochester Institute of Technology
B.S. Computer Science 2020
Minor: Software Engineering
GPA: 3.5 / 4

SKILLS

MAIN LANGUAGES: Java, PHP, Python, JavaScript, HTML/CSS, C#
FRAMEWORKS AND TOOLS: Laravel, Django, CSS Bootstrap, MySQL, GIT, JQuery, Ubuntu Server, Web Sockets, Resful API's, Cortana Voice Commands
SOFTWARE ENGINEERING: Requirements Gathering, Risk Assessment, Data Modeling, Software Testing, Project Management

EMPLOYMENT

Software Engineering Intern   Redmond, WA
MICROSOFT CORP. - UNIVERSAL STORE   **May 2018 to Aug. 2018**
● Worked on a feature to Integrate voice commands into the Microsoft Store App.
● Deployed code on Windows, Xbox One, and Mixed Reality.
● Debugged and integrated code from different teams across the company.
● Created and presented extensive documentation on how the project was done and how it worked.

Student Lab Instructor (Teaching Assistant)   Rochester, NY
ROCHESTER INSTITUTE OF TECHNOLOGY   **Aug. 2016 to May 2018**
● Aided professors with teaching introductory computer science classes on Python and Java.
● Mentored the students, debugged and graded their labs/projects submissions.
● Mentored and assisted students from any computing course in the Computer Science Tutoring Center.

Software Engineer and Full Stack Web Developer   Puebla, Puebla, México
MICRO-TEC DEL GOLFO S.A. DE C.V.   **2014 to 2017**
● Redesigned and recreated the store's administration and intercommunication systems.
● Introduced and designed a process and framework based on the agile model SCRUM to speed to releases by 20%.
● Incorporated software quality standards into the company that improved software maintainability.
● Coached the development team in the use of GIT as a version control system and as an automated deployment tool.

LATEST PROJECTS

TRAK INDUSTRIES - FULL STACK DEVELOPMENT LEAD - STARTUP   May 2018 to Current
Accountability system for the United States Air Force to track lost and broken inventory
● Developing a complete web application from scratch, using various Web Development frameworks

RIT MURAL - BRICKHACK 4   Jan. 2018
Real-time canvas for RIT students to collaborate and draw whatever they want.
● Canvas features include erasers, color palette, and pen thickness.
● Contains a time-lapse of all drawings in canvas since the beginning.
● Achieved an average of 100 daily visits after a week of deployment.

GYMNASTICS TOURNAMENT SYSTEM - STARTUP   Winter 2017 to June 2018
Management system for gymnastics competitions in Mexico.
● Includes features for judging gymnasts, scores calculations, statistics, registration and real-time results display.
● Contains Admin manager for user permissions and protocol overriding.
● Currently used for a competition of more than 300 participants.

WEBSOCKET OFFLINE VIDEO PLAYER - MICRO-TEC   Summer 2016
● An offline streaming tool to improve advertising communication.
● Allows Marketing Department to perform real-time updates on advertisements in stores in rural areas with a slow internet connection.

RESEARCH

ASTROPHYSICS RESEARCH · Undergraduate Resercher   Jan. 2018 to May 2018
● Participated in an independent astrophysics research from a team of three students and two professors.
● Study on Polytropic Gas Spheres by approximating unsolved values to the Lade-Emden Equation for different stellar configurations.