Rolly Lacap

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EDUCATION

UNIVERSITY OF NEVADA, LAS VEGAS

B.S. in Computer Science
Expected, December 2019
College of Engineering - Computer Science
GPA: 3.5 / 4.0

EXCHANGE PROGRAM

Yonsei University
Seoul, South Korea - Spring 2018
Studied Artificial Intelligence & Automata - Formal Languages

SKILLS

Programming
Proficient:
C++ | Dart | Flutter | Quorum
Worked with:
Qt C++ | Java | Firebase | Python | Linux | JS | Adobe XD

Knowledge Areas
Mobile App Development | Qt Gui | Git | BLoC | CI/CD | Debugging

COURSEWORK

Operating Systems | Linear Algebra | Statistics | Software Programming | Big Data | Artificial Intelligence | Compiler Construction | Database Management |

EXPERIENCE

UNLV COLLEGE OF ENGINEERING

TA — Aug 2017 – Dec 2017 Aug 2018 - Present | Las Vegas, NV

- TA and lab instructor for introductory and and second year CS courses.
- Taught fundamentals of programming such as Object-Orientated-Programming with C++ and memory management.
- Introduced programming techniques and modern development practices.

UNLV ASC MATH BRIDGE

Team Leader & Tutor — June 2019 – Present | Las Vegas, NV

- Worked in the Academic Success Center to teach Algebra and Precalculus to students placed in remedial courses.
- Assisted and tutored students to get into credit-bearing math courses.
- Revised and designed lesson plans for 5 and 8 week programs.

TELESECURITY SCIENCES

Software Engineering Intern — Aug 2018 – Jan. 2019 | Las Vegas, NV

- Assisted in the development and quality assurance for our ATR (Automatic Threat Recognition) system to detect bomb threats in real time as bags are CT scanned.
- Developed additional features and wrote python scripts for our in-house ATR debugging software.
- Debugged and handled issues within the algorithm and recorded metrics.
- Programmed in Qt C++ to implement new features for the company's 3D image viewing program used to view bag threats.

UNLV REU - DR. STEFIK

Undergraduate Research Intern — June 2017 – Dec 2017 | Las Vegas, NV

- Participated in the Research Experiences for Undergraduates (REU) program to provide assistance in the development of the Quorum programming language under Dr. Andreas Stefik.
- Designed and developed Digital Signal Processing tutorials and GUI libraries.
- Worked with visually impaired individuals to create a language that is as accessible as possible.
- Implement programming techniques based on evidence in the field.

PROJECTS & ACTIVITIES

EXPENDED MOBILE APP | Developer — July 2019 – Present

Built and published a cross-platform mobile application to manually keep track of expenses. Designed using the BLoC design pattern for scalability and organization. Used Flutter (Dart Framework) and sembast (NoSql framework) for front-end and back-end respectively.

GYMSPACE SENIOR PROJECT | Project Lead — Jan 2019 – May 2019

Lead team in planning, design, and implementation for a new social fitness network built on Android. Prototyped with Adobe XD and developed with Flutter for UI elements along with Firebase for authentication, database storage, and real time messaging.