

Jorge Antonio Landaverde

jorge.ant.landaverde@gmail.com | (323)346-3541 | <https://www.linkedin.com/in/jorge-antonio-landaverde> | <https://github.com/landaverde-jorge>

TECHNICAL SKILLS

Programming Languages: C++, Javascript, HTML/CSS, Python, Java

Web Frameworks: React.JS, Ionic

Tools: Git, Heroku

Interests: Artificial Intelligence, Machine Learning, Back-end Development, Embedded Systems, Virtual Reality

PROJECTS

- **Move or Crash**
 - Developed an infinite runner mobile game that used object-oriented programming to determine object collision and a point system based on game level and enemy objects.
 - Technologies: Java, Android Studio, Lib GDX Engine
- **DiggerMan**
 - Worked in a team of three to implement a Windows executable game that simulated the 90s arcade game Dig Dug, which used object-oriented programming to determine object interactions and behaviors on a 2D-Array.
 - Technologies: C++, Object Oriented Programing, Xcode, Git/GitHub

PROFESSIONAL EXPERIENCE

- Incoming Software Engineer Intern, Uber Inc., San Francisco, CA
- Front-End Developer Intern, Collide LLC, Culver City, CA
 - Implemented Lazy loading feature using Javascript that improved web-app load performance
 - Help identified ways to improve and diagnose front-end bugs
 - Helped construct, modify and configure templates, created in LESS and HTML
 - Technologies: Javascript, HTML/LESS, JQuery, Git/GitHub
- TXT Developer Co-Op, Teens eXploring Technology, Los Angeles, CA
 - Developed book check-out app using React Native
 - Implemented a rest API using NodeJS and ExpressJS for book check-out app
 - Utilized Slack's Auth-2.0 API to authenticate a user based on their Slack profile
 - Technologies: React-native, Javascript, Auth2.0 Slack API, GitHub, MongoDB, ExpressJS

Start Date: June 3rd
June 2018 – October 2018

August 2017 – January 2018

INVOLVEMENT

- Participated in NASA Community College Aerospace Scholars (NCAS) Program Spring 2018
- Attended Qualcomm's HackJuntos Hackathon Fall 2017
- Attended Qualcomm's Diversity Engineering Collegiate Conference (DECA) Spring 2017
- Participated in Q-Hacks, a Qualcomm organized hackathon Spring 2017
- Member of the Society of Hispanic Professional Engineers (SHPE) Fall 2015 - Present

ACHIEVEMENTS

- **NCAS onsite experience** – Top 40 out 200 were invited to NASA onsite experience to participate in NASA rover competition, in which my team received 2nd place
- **Qualcomm Hackathon Winner** - Received 1st place in the HealthHack category

ADDITIONAL INFORMATION

- Languages: English (fluent), Spanish (proficient)
- Interests: Piano, Guitar, Board Games, Logic Games, Dancing.

EDUCATION

Degree	Major	Institution	Graduation Year
Bachelor of Science	Computer Science	San Francisco State University	December 2020