







Leandro Ribeiro

 Leandro19.github.io  lribeir1@binghamton.edu  (917) 771-3320  New York, NY  linkedin.com/in/leandro-ribeiro/  Leandro19

Education

Binghamton University, State University of New York

Expected **May 2019**

Bachelor of Science in Computer Science, Watson School of Engineering

Bachelor of Arts in Mathematics, Harpur College of Arts and Sciences

GPA: 3.65/4.00 | Dean's List: Spring 2016 – Present

Technical Skills

Languages: Python, C++, Java, C, Ruby, HTML/CSS, \LaTeX

Tools: Vim, Git, Linux Command Line, Arch Linux, Ubuntu, SMTP, make, gdb, Chef, Logisim, Eclipse, IDLE

Additional: x86 Assembly, basic SQLite, BeautifulSoup, digital circuit design, fluent in Portuguese

Professional Experience

General Electric, Infrastructure Engineer Intern

Greenville, SC, **June 2018-August 2018**

- Established automated checking of server specification variance from standards using Chef scripts
- Constructed Flask app to automate onboarding process for engineers
- Quickened checking from 5 minutes per server to 1 minute total, and onboarding from 2-3 weeks to under 1 week

Binghamton University, Senior Residential Computer Consultant

Binghamton, NY, **August 2016-Present**

- Manage the technology services of the College-in-the-Woods living community in Binghamton University
- Troubleshoot technologically advanced issues

Projects

Flamenguista

New York, NY, **July 2017**

- Developed Python scripts to scrape for the schedule, standings, and scores of the Brazilian soccer team Flamengo
- Formulated regular expression patterns to extract the team's statistics and printed the stat tables on the terminal
- Gained experience in web scraping using BeautifulSoup

Pippin Assembler

Binghamton, NY, **November-December 2016**

- Implemented Pippin assembler in Java to process an assembly file, and display memory content in a GUI
- Completed specifications using JUnit testing and documented code with JavaDocs

Smolcritter.com

Cornell, NY, **September 2016**

- Designed and implemented game using JavaScript in which the user maintains a pet "critter"
- Combined use of cookies and time tracking to decrement and save the critter's health status
- Grew an understanding for JavaScript, HTML, and website hosting

Python Party Game

Binghamton, NY, **November-December 2015**

- Created a simple card game GUI that randomly takes cards from a pile, and presents the rule each card holds
- Utilized object oriented programming and tkinter to organize code and present the game
- Learned how to implement classes and heavily document code

Leadership Experience

HackBU, Organizer

Binghamton, NY, **September 2015-Present**

- Aid in creating workshops/presentations that give new programmers the resources and support to learn coding
- Help organize the annual Hackathon at Binghamton University, with hundreds of students attending every year

Binghamton University ACM Chapter, Member

Binghamton, NY, **February 2016-Present**

- Attend weekly meetings to practice and analyze competitive programming challenges and their solutions
- Program in Python to take input and calculate a viable solution for technical problems

Upsilon Pi Epsilon Iota Chapter, Tutor

Binghamton, NY, **September 2017-Present**

- Help students better understand the material from the introductory Computer Science and Mathematics courses at Binghamton University