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++, C, Ruby, Java, HTML/CSS, LaTeX

Tools: Vim, Git, Linux Command Line, Arch Linux, Ubuntu, SMTP, make, gdb, Chef, Logisim, Eclipse, IDLE
Additional: x86 Assembly, 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