

Marco Antonio Rivera Jr.

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EDUCATION

Massachusetts Institute of Technology (MIT)

Cambridge, MA

Bachelors of Science in Computer Science, Minor in Management and Concentration in Negotiation

June 2020

Relevant Courses: Introduction to Algorithms, Fundamentals of Programming, Python, Mathematics for Computer Science, Multivariable Calculus, Negotiation Analysis, Managerial Communications

Facebook Above and Beyond CS, Participant

Cambridge, MA

- Improved data structure and algorithm skills by completing workshops coached by Facebook Engineers

Fall 2018

WORK EXPERIENCE

Northrop Grumman Innovation Systems, Engineering Intern

Sterling, VA

Summer 2018

- Designed and implemented scripts to test satellite flight software functionality and modularity
- Automated time-expensive flight software tasks involving data collection to better allocate project resources
- Worked as part of the code review team analyzing satellite flight computer and camera software in C++

MIT Computer Science Honor Society, Undergraduate Tutor

Cambridge, MA

Sept 2017 – Present

- Provided academic support to students in need of additional instruction

World Education, Winter Intern

Cambridge, MA

- Spearheaded transitioning adult literacy blogs from Weebly to Wordpress website using HTML

Winter 2017

MIT Makerlodge, Undergraduate Researcher

Cambridge, MA

- Mentored 20+ students at various Makerspace facilities to facilitate entrepreneurial pursuits
- Devised training programs for 3D printers, laser cutters, bandsaws, and drill presses to enhance efficiency

Summer 2017

PROGRAMMING PROJECTS

Automatic Flight Check-in tool (In Progress)

Summer 2018

- Developing a self-activating python tool in conjunction with Windows Task Scheduler that checks-in to user's flight and sends text message and email confirmation of the reservation and ticket

Digital Bulletin Board Project (In Progress)

Summer 2018

- Building python tool to web-scrape local bus times, weather, and announcements, and display on house monitor

Image processing (Completed)

Fall 2017

- Wrote photo-editing script to smoothen, cut out low-energy parts, invert colors and blur pictures for the gram

Mines Game (Completed)

Fall 2017

- Programmed the classic Mines Sweeper game and modified it to be playable in higher dimensions

LEADERSHIP EXPERIENCE

MIT Undergraduate Practice Opportunities Program (UPOP), Participant

Cambridge, MA

- Mastered communication, teamwork, and leadership skills through coaching from MIT alum and staff

2017 - 2018

Sigma Nu Fraternity, Technology Chairman

Cambridge, MA

- Led professional development workshops for 30+ participants
- Managed and updated fraternity website

Fall 2017

MIT Office of Undergraduate Advising and Academic Programming, Associate Advisor

Cambridge, MA

- Counseled eight incoming Freshmen how to succeed at MIT
- Provided resources to members for academic development

2016 – Present

Society of Hispanic Professional Engineers, Undergraduate Member

Cambridge, MA

- Contributed to Hispanic community at MIT through involvement in community events

2016 – Present

University of Interscholastic League (UIL), Co-Captain

Edinburg, TX

- Competed in mental and problem-solving mathematics competitions
- Taught teammates problem-solving skills to improve accuracy and speed

Sep 2012 – June 2016

ACHIEVEMENTS

- Eugene and Margaret McDermott Scholar 2016 - 2018
- TMSCA Number Sense Mental Mathematics State 2nd highest score in Texas (Individual) 2015 - 2016
- AP Scholar with Distinction 2014 - 2016
- Questbridge Scholar 2016

SKILLS AND INTERESTS

Computer: Python, Java, C++, STOL, HTML, Git

Language: Fluent in Spanish

Interests: Reading, Glassblowing, Cooking, Classical Guitar, Chess, Intramural Sports, Calculated Risk