Mauricio Flores

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OBJECTIVE

As a first-generation undergraduate, my goal is to gain career and academic Experience through internships in the Engineering industry. I aim to pursue a long career in computer engineering with an emphasis on hardware design.

EDUCATION

University of California, Merced — Expected Graduation: June 2027
Bachelor of Comuter Science and Engineering — **GPA: 3.07**

Skills

Problem Solving	Communication	Teamwork	Leadership
Time Management	UI/UX Design	3D Modeling	Engine Repair

Languages/Software: - Bilingual - C/C++ - HTML - CSS – Java/JavaScript - Python

Technical Experience

Portfolio Website Design (UX/UI Design)   **Septemember 2024**
- Designed and built a personal portfolio website to showcase my projects and skill using HTML, CSS, and JavaScript in order to learn and build knowledge on web development.
- Researched modern web design and learned how to code in HTML, CSS, and Java using Visual Studio to build a website that is easy to navigate.
- Published website through GitHub for version control and gained a website design and development proficiency that allows me to create and build more projects in the future.

Best Buy Product Flow Specialist   **June 2024 – August 2024**
- Worked in a fast paced retail distribution center for Best Buy where I was responsible for safely and efficiently handling the movement of products throughout the store and warehouse.
- Involved in inventory management, optimizing storage solutions, efficiently packaging shipments, and contributing to customer satisfaction.
- Provided service to meet needs and developed strong communication and problem solving skills to give customers a positive shopping experience.

Streaming Software   **November 2022 – August 2023**
- Learned OBS to stream church services on Facebook Live for those who were not able to attend the church services on Sundays.
- Operated and set up multimedia equipment such as streaming computer, microphone, and video equipment in order to run the stream without any problems.
- Troubleshoot and resolve issues such as microphone volume, video positioning/settings, and computer issues such as network issues and computer functions.

PC Design – Personal Project   **July 2021**
- Conducted research to select appropriate hardware for designing computers specialized for gaming and bought parts separately to put the computer together at a lower cost.
- Executed personal design concept to build a cost-efficient computer that prioritizes refresh rate and performance.
- Gained proficient skills in computer design and troubleshooting that allowed me to guide peers to develop and optimize computers for their needs.

Engine Replacement   **May 2020**
- Took out a 350 small block engine out of a 1968 Chevrolet C10 pickup truck and replaced it in order to restore functionality of the truck.
- Disassembled engine due to crack in the engine block by carefully learning and taking out pieces out of the engine block such as pistons, camshaft, and carburetor.
- Once disassembled, everything was put back together carefully in a new engine block and got the truck to run smoothly.

Modular Console Programming   **July 2019**
- Learned python and coded program that can read read soil moisture levels and notifies owner when the plant needs to be watered.
- Programmed a racing video game that requires a servo controller in order to control car and successfully built game within 2 days.

Clubs/Organizations

Society for Hispanic Professional Engineers (SHPE)   **January 2024 - Present**