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Michael Anthony Cabrera

Loyola University Chicago
Bachelor of Science in Software Engineering
Minors in Visual Communication, Studio Art

Cumulative GPA: 3.5
Graduated: May 2020

SKILLS

Web Development Design Development Tools Coding Languages

React JS, HTML5, CSS3, Bootstrap, Cypress
Figma, Adobe XD, Photoshop, Illustrator, InDesign, Bridge
Git, GitHub, Visual Studio Code, Atom, Trello
JavaScript, C#, Python, Java

EXPERIENCE

Engineering Intern *The Washington Post* 2020 - Current

- Works with stakeholders across the Arc Commerce team alongside Architects, Product Owners, and UX designers.
- Builds user interfaces with the React framework and Redux.
- Practices Agile methodologies and participated in scrum ceremonies.
- Contributes to source code using git and reviewing pull requests.
- Performs integration testing with Cypress and utilizes Docker.

ITS Technician *Loyola ITS Services* 2019 - 2020

- Troubleshoot with customer to identify problems and navigate resources to offer solutions in a timely and efficient manner.
- Executed quality customer service when communicating with customers to solve the problems they experienced.
- Documented incidents and follow escalation procedure for emergency issues.

Marketing Intern *Loyola Wellness Center* 2018 - 2019

- Designed advertisements for over 40 events and support groups for the University's Wellness Center, educating students about the different resources for wellness.
- Created visual materials for physical and digital distribution such as posters and on-line graphics in InDesign and Photoshop to distribute across campus.

PROJECTS

Double-Tap *Mobile App Development* 2019

- Developed a mobile game that you can play with a group of people that only requires one device and that you can play anywhere
- Made prototypes in Photoshop, then developed in React-Native
- Planned the design with mock ups in Photoshop, developed and staged the code using React Native, and with GitHub and Xcode for testing.

Host-It *Software Engineering* 2019

- Designed mobile application as an alternative to Facebook events that allows users to plan events among people who do not have Facebook accounts
- Planned the design in Adobe XD, developed in Cordova and then React-Native, and staged with Github and Xcode for testing.

Two-Headed Calf Design Series *Digital Media 2: Vector* 2019

- Created a series of art and promotional material based on a poem
- Used Adobe Illustrator to advertise a star-gazing event by producing a poster, a mobile-app prototype, a pamphlet, and a set of patterned cubes.