

Miguel Velez

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Education

2010–2015 **B.A. Computer Science (Physic minor)**, *University of St. Thomas*, St. Paul, MN, USA.
GPA: 3.99/4.00 Advisor: Patrick Jarvis. Summa Cum Laude paper: “Current and Future Relationships Between Robots and Humans.”

Work Experience

2016–present **Application Developer/Software Engineer**, *Sportradar US*, Minneapolis, MN.
Developed an ETL application using Ruby that provided data for the NFL Radar360 research tool.

Summer 2015 **Research Intern**, *Massachusetts Institute of Technology*, Cambridge, MA.
Implemented features in Sketch that increased its expressiveness and made it more powerful.

2015 **Jr. Application Developer/Software Engineer**, *Sportradar US*, Minneapolis, MN.
Built a Ruby monitoring application to parse and build Formula 1 and MLB feeds.

2014–2015 **Undergraduate Student Researcher**, *University of St. Thomas*, St. Paul, MN.
Parallelized CHA to increase the efficiency of analyzing the reachability of methods in source code.
Enhanced WAH compression technique to query faster and more efficiently with two sets of metadata.
Implemented a programming language that analyzed user input related to organic chemistry.

2013–2015 **Cloud Developer Intern**, *Valtira*, Minneapolis, MN.
Implemented and maintained web applications with Java servlets, AngularJS, and MySQL databases.

Side Projects

sqlplus

DSL to add alerts to SQL DML events

cstats

Generate file directory information

Urban Tennis

First full game published for the web

dsa

Library of data structures and algorithms

Cubie Cruiser

2D endless runner game for Android

Unity Game Development Manual

Guide of the basics of Unity development

Awards and Honors

- **MSRP Research Internship at MIT**, 2015. Acceptance rate: 10.5%
- **CCSC:MW 2015 1st place Student Posters & Showcase Discovery Track**, 2015.
- **UST Student Travel Grant**, 2015.
- **UST Collaborative Inquiry Grant**, 2014, 2015.
- **International Student Leadership Scholarship**, 2012.
- **University of St. Thomas International Scholarship & Tuition Scholarship**, 2010-2015.
- **American Field Service International Scholarship**, 2008-2009.

Activities

UST Game Design Club 2014 – 2015

Computer Science Club 2011 – 2015

Computer Science Consultant 2012 – 2015

2 STEM Learning Communities 2011