

Marco A. Ravelo

Computer Science
Student

Personal Information

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Education

Texas A&M University College Station, TX

- BS in Computer Science
 - Minor in Mathematics
 - Minor in Art
- GPA: 3.45
- Graduation Date: May 2021

Programming Languages

C++, C#

JavaScript

HTML/CSS

WebGL

Python

Unity Engine

Interests

- Computer-Human Interaction
- Game / Software Development
- Computer Graphics

Objective

Looking for an internship opportunity during the Summer of 2019 within the field of Computer Science. I am passionate about the constant evolution of technology and its use to better improve human lives and society. I have a strong foundation in mathematics and creative design that I apply to all my projects and assignments.

Projects

Summer 2018 – Website

Present

- Designed and created website from scratch using HTML and CSS.
- Constantly updating with new projects and resources for others to use.

Fall 2018

'Deep Pockets' – *Unity Game Engine Project*

- Game developed for TAGD (Texas Aggie Game Developers) semester wide game jam.
- Includes elements of procedural generation, artificial intelligence, combat/inventory systems, and more.
- Won best programming award by a panel of judges.

Summer 2018

Summer 2018 Projects

- Developed multiple small games using C++ and SDL2 libraries.
- Used features like data-structures and object-oriented programming.

Experience

Spring 2018

Research

- Designed augmented reality (AR) games for recovering stroke patients to assist therapists with physical rehabilitation
- Experience working in a team to achieve a common goal, as well as experience with failure and how to learn from mistakes.

Fall 2017 –

Present

Organizations

- Engineering Honors (Texas A&M)
- TAGD (Texas Aggie Game Developers)
- TURTLE Robotics (Texas A&M University Robotics Team and Leadership Experience)
- TACS (Texas A&M Computing Society)

Special Events

- Tamuhack 2018: Software-based hackathon – Joined a team of friends to help create a facial recognition door opening device.
- Tamumake 2018: Hardware-based hackathon – Designed and created an analog synthesizer from an electric MIDI keyboard.
- Chillennium 2018: Game Jam: Created a game using JavaScript and WebGL with a team of four other peers.

Skills

Bilingual

- I am fluent in both English and Spanish.

Problem Solver

- I enjoy the challenge of solving a difficult problem and the process of discovering effective and efficient solutions.

Creative Thinker

- I think of new and creative ways to design and construct throughout my creation process.