



Marco A. Ravelo

Phone: (210) 748-4706 | Email: mravelo5874@gmail.com
Mailing Address: 24118 Waterhole Lane, San Antonio, TX 78261
Portfolio Website: <https://mravelo5874.github.io>

Objective:

Looking for an internship during the Summer of 2019 within the field of Computer Science. I am motivated by the constant advancement and evolution of technology, with a desire to contribute my own talents and skills.

Education:

Texas A&M University, College Station, TX

Bachelor of Science in Computer Science, June 2018

Minor in Mathematics | Minor in Art

GPA: 3.423

Claudia Taylor Johnson High School, San Antonio, TX

Graduating Class of 2017

wGPA: 108.4 - Top 5%

Personal Skills:

Programing Languages:

- C++, C#, Python, HTML, LabVIEW, and Matlab.
- Can easily pick up new languages and programs within a short amount of time.

Bilingual: Fluent in English and Spanish both verbally and grammatically.

Leadership:

Lifeguard, Cibolo Canyons Amenity Center, Summer 2014 - Summer 2017

- Acquired team building and leadership experiences while working with other guards.
- Experience performing under pressure during acute situations.
- Appointed as head-guard to keep other guards focused and attentive throughout the day.

PAX Enforcer, PAX South, January 2018

- Assisted convention patrons in learning and experiencing virtual reality.
- Gained valuable knowledge on emerging technologies and their applications.
- Experience with customer service, teamwork, and IT work.

Swim Instructor, Aqua Tots Swim Schools, Summer 2018

- Full time summer job teaching children of all ages (4 months - 12 years) to learn to swim.
 - Primarily consisted of interacting with others: children, parents, and coworkers.
 - Experience with adaptability, social interactions, and patience.
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Experience:

Organizations:

- *TURTLE Robotics*, Spring 2018 - Current Member
- *TAGD (Texas Aggie Game Developers)*, Spring 2018 - Current Member

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* - I recruited a team of peers from my computer science class to help design and create an analog synthesizer from an electric MIDI keyboard.

Research, Spring 2018

- Designed 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.