SAMUEL TAPIA

PORTFOLIO: https://samueltapia.tech

CONTACT INFORMATION

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EDUCATION

UNIVERSITY OF CALIFORNIA, RIVERSIDE (3.4 GPA) **December 2020 (Expected)**
Bachelors of Science in Computer Science
EL CAMINO COLLEGE, TORRANCE
Associates of Science in Mathematics and Physical Science

TECHNICAL AND INTERPERSONAL SKILLS

Programming Languages:	C/C++, Python, Bash, JavaScript, Java
Tools & Frameworks:	Git, PyQt, Android Studio, Terminal, Docker, React Native CLI Expo
Interpersonal:	Team Collaboration, Leadership, Written Communication, Problem Solving, Persistence, Adaptability, Active Listener, Time-Management, Dependability
Spoken Languages:	English and Spanish

PROFESSIONAL EXPERIENCE

UCR Transfer Transition Program
Lead Peer Mentor/Programmer **September 2019 - Current**

- Lead a diverse and dynamic team of 10 Engineering Peer Mentors.
- Work on student ID sign-in Python application and google sheets to store data.
- Mentor and tutor students in computer science coursework and course planning.
- Presenter of seminars/workshops: technical mock interviews, resume review, and LinkedIn preparation.

CANOO
Software Engineer Intern **June - September 2019**

- Created a **LIN analyzer** using **Arduino Leonardo** and IDE with steering wheel switches, created a program in C/C++ that will scan for a specific master signal and send back requested data.
- Tested and debugged microservice widgets in hardware through serial connection, ran and created test using **FUEGO** framework and **Docker**.
- Built 2d game in HTML5 and JavaScript to be ran within the AGL framework.
- Created chat system with 2 Android phones using **Android Studio**, one device acted as a server and the other as a client.

RICHARD WELLING LLP
Systems Administrator **2007 – 2018**

- Setup new policies and procedures and trained staff on how to effectively use current applications (CCH Systems, Office Suite, CRM) **increasing measurable staff production by 20%**.
- Analyzed and implemented new automated processes to increase effective workflow with current applications **reducing assembly time by 90%**.
- Implemented new tax and billing software to increase staff productivity and effectively **reducing the AR billing process by 50%.**

SOFTWARE PROJECTS

Artificial Intelligence – Pacman CTF Language: **Python** Framework: **N/A**
Design agents to play Capture-the-Flag in a Pacman-like arena

- Implemented reinforcement learning agent using approximate q learning.
- Generated a feature space so that the agents can learn from environment.
- Implemented buffer for rewards and current q values to mitigate the weights from ballooning

KickStarter Analytic Data App Language: **JavaScript** Framework: **React-Native Expo**
Data analyzer application that manages a small back-end database

- Implemented front-end GUI template standard for team to build upon
- Implemented the use of flex containers to resize data to multiple screen sizes
- Using hooks to capture user input, created function to update data table to sort columns

RSHELL Language: **C/C++** Framework: **N/A**
A command shell that is capable of performing read in line commands and connectors from standard input.

- Created a parser to read in input, using a tree structure to parse commands and connectors.
- Designed a UML diagram using a Composite Pattern as the foundation of the software's data structure.