

SAMUEL TAPIA

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.