

SAMUEL TAPIA

SOFTWARE ENGINEER

CONTACT INFORMATION

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PORTFOLIO:

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EDUCATION

UNIVERSITY OF CALIFORNIA, RIVERSIDE (3.96 GPA)

2020-2021

Master's of Science in Computer Science – (Bourns College of Engineering)

UNIVERSITY OF CALIFORNIA, RIVERSIDE (3.40 GPA)

2018 - 2020

Bachelor's of Science in Computer Science – (Bourns College of Engineering)

TECHNICAL AND INTERPERSONAL SKILLS

Programming Languages: C/C++, Python, Bash, JavaScript, Typescript, SQL

Spoken Languages: English and Spanish

Tools & Frameworks: Git/Version Control, Jest, VS Code, Terminal, Docker, React Native, React JS/TS, SSH, Datadog, AWS

Interpersonal: Team Collaboration, Leadership, Written Communication, Problem Solving, Persistence, Adaptability, Active Listener, Time-Management, Dependability, Organization, Empathy, and Motivator

PROFESSIONAL EXPERIENCE

TWILIO - Software Engineer (SSCX Team)

Feb 2022 - Current

Full stack software engineer responsible for developing, designing, deploying software solutions that have a direct impact to the users.

Development of all server-side logic, definition and maintenance of the central database, and ensuring high performance and responsiveness to requests from the front-end.

- Ad hoc code reviews from different teams and or individual request, sprint planning, weekly sprints, quarterly planning.
- Deprecating backend unused system services, cataloging current routes and usage, and moving system logic to new system platform.
- Debugging user events, experimentation design, and fixing frontend bugs and backend endpoints.
- Preparation of software development design documentation in order to create new epics and or discovery of old services.

TWILIO - Software Engineer Intern

June 2021 – September 2021

Back-end developer responsible for managing the interchange of data between the server and the users. Development of all server-side logic, definition and maintenance of the central database, and ensuring high performance and responsiveness to requests from the front-end.

- Built an API to integrate existing functionality to a new platform, using new API design guidelines/standards
- Using Typescript and Jest, built CRUD endpoints with unit and integration testing to pass along the new client.
- Build a service wrapper that brings the relevant parts of the new API into the existing service.

CANOO - Software Engineer Intern

June 2019 - September 2019

Part of the Infotainment Platform team, responsible for defining an infotainment software platform capable of developing the user experience goals of the organization. Working with internal/external teams to develop the platform requirements and to deliver the development environment for the application team. Working on an AGL framework platform, building microservices, and debugging widgets. Working with Arduino building an application that supports a LIN network to support serial hardware input.

- 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.

RICHARD WELLING LLP - Systems Administrator

December 2007 – October 2018

Responsible for overseeing the process of planning, executing and delegating responsibilities around the organization's information technology pursuits and goals. In charge of the configuration and reliable operation of computer systems; especially multi-user computers.

- 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

Pacman CTF

Language: Python3 Framework: N/A

The objective is to create a team of agents that are able to win matches. With the use of reinforcement learning, I developed a class to use approximate q learning so that our agents are able to learn through experiences.

- 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.
- Design object-oriented class for agent(s) to inherit basic functionality along with reinforcement functions.