

QUINTEN RIVERS

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Education

B.S. IN COMPUTER ENGINEERING | MAY 2020 | UNIVERSITY OF FLORIDA

- 3.58 GPA
- Programming Fundamentals 2
- Digital Logic and Computer Systems
- Applications of Discrete Structures

Skills & Abilities

- Object-Oriented Programming
- HTML5 and CSS3
- Git and Github
- Java and C++
- Bootstrap
- Digital Design and VHDL

Experience

SECRETARY | AUDIO ENGINEERING SOCIETY AT UF | APRIL 2017-PRESENT

- Started a design team to participate in international projects at the AES Conferences
- Grew member count by 62.5% through diverse and aggressive marketing strategies
- Increased yearly retention rate from 23% last year to 58% currently

TEAM MEMBER | UF NSBE HACKTIVISTS | SEPTEMBER 2017-PRESENT

- Engaging in technical workshops to learn more about HTML, CSS, JavaScript, Python, and web development
- Participating in Hackathons with other UF NSBE chapter members

FIELD ENGINEERING INTERN | HUBBARD CONSTRUCTION COMPANY | MAY 2017-AUGUST 2017

- Managed five construction crews at the Disney Hollywood Studio's back of house project
- Created protocols to effectively track procurements and progress putting us four weeks ahead of schedule

Projects

INVENTORY MANAGEMENT SYSTEM IN C++ **(IN PROGRESS)**

- Group of seven people creating an application to effectively track inventory for a retail store
- We are currently planning what the best features would be for a retailer including helpful statistics

AUDIO ENGINEERING SOCIETY AT UF WEBSITE **(IN PROGRESS)**

- Working on a new website that is responsive and phone-friendly to better inform members and non-members

4-BIT CENTRAL PROCESSING UNIT IN QUARTUS II/VHDL

- Can carry out four operations: complement, bit-wise AND, bit-wise OR, and sum
- Used SSI and MSI elements to build an ALU and registers to form a CPU

MEMORY MANAGEMENT SIMULATION IN C++

- Utilizes linked lists and best-fit/worst-fit algorithms that acts like an OS managing its memory
- Allows users to add or kill programs and fragment memory

PACMAN EMULATOR GHOST A.I. IN JAVA

- We were responsible for designing the best possible behaviors for the ghost to minimize scores
- A.I. and player-controlled Pacman on average did not score higher than 5500 points over 100 trials