Rafael Romo

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EDUCATION

Columbia University, School of Engineering and Applied Sciences   **Expected May 2027**
B.S. Computer Science
Minor: Entrepreneurship and Innovation
Division I Men's Soccer
Relevant Coursework: Advanced Programming, Data Structures and Algorithms, Linear Algebra and Probability
Bellarmine College Preparatory, San Jose, CA   **May 2023**
4.3 GPA, Varsity Soccer Captain, Latino Student Union Member

EXPERIENCE

Startup Founder and Software Developer, European Innovation Academy   **June 2024 - Present**
- Wrote efficient Python, HTML, and CSS using Flask Framework to develop a web application
- Created and worked collaboratively with a team of 4 other college students to create a startup
- Tackled intricate and complex problems regarding improving immigrant integration into the U.S.
- Pitched to and answered critical questions from a group of 7 potential investors

Columbia University SHPE, Executive Board Member   **September 2023 - Present**
- Organize and execute professional workshops for an audience of 150+ aspiring Hispanic Engineers
- Plan social events to encourage club collaboration and success
- Communicate effectively with 20 other executive board members on a weekly basis

Junior Soccer Coach, De Anza Force Soccer Club, Cupertino, CA   **June 2021 - June 2022**
- Coached three age groups (5-6, 7-9, 10-12), each having 10+ players in the recreational boys' division
- Organized and created stimulating drills for 1 hour practices that developed players' skills
- Communicated effectively and passionately with energetic children as well as their parents and family

PROJECTS

Personal Portfolio Website, rafaromo23.github.io   **December 2023 - January 2024**
- Wrote clean and efficient code utilizing HTML and CSS to create an aesthetically pleasing website design
- Leveraged Bootstrap framework to ensure a responsive layout, enhancing the user experience
- Demonstrated attention to detail and proficiency in HTML and CSS through hands-on web development

Arcade Game Development Project, A Unique Recreation of "Cyclone"   **April 2023 - May 2023**
- Wrote clean and efficient code using C++ to implement game mechanics onto an Arduino
- Utilized soldering techniques, wires, and LEDs to construct a working circuit system for Arduino and code
- Operated a Laser Cutter to create a visually appealing user interface out of plywood
- Conducted rigorous playtesting to identify and resolve bugs and gameplay issues

HONORS

Columbia University Questbridge Scholar (Four Year Scholarship)
Awarded four-year, full-ride scholarship presented to less than 10% of students across the nation in recognition of outstanding academic achievement and financial need
Philip Bonanno Scholarship at Columbia Engineering (Named Scholarship)
Scholarship awarded annually to outstanding undergraduate students as part of Columbia's financial aid program
Ed Quinones Spark Award Finalist (Nixon Peabody Intellectual Property Scholarship)
Scholarship awarded to a startup team that shows exceptional promise and talent

Languages & Frameworks

Java, Python, C, HTML, CSS, Bootstrap, C++, Flask, Django, MATLab