# Raphael Bret-Mounet

#### Student

I am currently studying in college but my first few experiences in the professional space have been so positive that I can't wait to learn more in the real world and apply my skills. I am a quick learner and enjoy researching and learning new skills. I have a passion for tinkering with and building robots, looking at something complex only gets me excited to figure out how it works.

rbretmounet@gmail.com raphael.bret-mounet.com

github.com/rbretmounet

#### 707-741-1326

in linkedin.com/in/raphael-bret-mounet

#### **EDUCATION**

#### **B.S. Computer Engineering UC Davis**

09/2022 - 05/2024

Davis,California

#### A.S Computer Science C++ Diablo Valley College

08/2018 - 05/2022

Courses

Object Oriented Progrmng

- Assembly Lang Prog/Comp
- Introduction to Programming

Concord, California GPA 3.67

- Prog Design & Data Structures
- Adv Programming with C & C++

## SKILLS



#### **RELEVANT PROJECTS**

#### Minecraft Plugin

- Used Java and MySQL to create a team manager for players.
- https://github.com/rbretmounet/minecraft\_plugin

### **WORK EXPERIENCE**

#### **Fulfillment Associate**

#### Amazon

10/2020 - Present

Oakley, California

Tasks

 Docking and releasing trailers full of packages, performing basic troubleshooting on the Amazon Robotics Floor A.K.A rebooting of robots that lose connection, clearing alarms triggered by other employees, picking up packages that fall in the cage, fixing problems at stations, moving carts full of packages out of one trailer and into another, and sorting heavy and oversized packages.

#### CERTIFICATES

Computer Science Advanced C++ Programing- Diablo Valley College (09/2018 - 05/2022)

Computer Science Computer Architecture- Diablo Valley College (09/2018 - 05/2022)

Computer Science Computer Architecture- Diablo Valley College (09/2018 - 05/2022)

#### Software Engineer-Intern **NASA**

01/2019 - 05/2019

Houston,Texas

Achievements

· Created a steady-state visually evoked potential braincomputer interface which involved creating a Matlab program that could use live electroencephalogram(EEG) data and use a recurrent neural network to predict the frequency a user was looking at. Also, collected and analyzed EEG data, using a DSI-24 headset, for training and testing the neural networks.

#### **LANGUAGES**

English

French

Native or Bilingual Proficiency

Professional Working Proficiency

#### **INTERESTS**

Space

**Rockets** 

Servers