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

github.com/rbretmounet

707-741-1326

SKILLS

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

HTML & CSS

CI/CD Pipeline (Github Actions)

MATLAB

Python

Unreal Engine

Machine Learning

EDUCATION

B.S. Computer EngineeringUC Davis

09/2022 - 05/2024

Davis,California

A.S Computer Science C++ Diablo Valley College

08/2018 - 05/2022

Courses

- Object Oriented Progrmng C++
- Assembly Lang Prog/Comp Org
- Introduction to Programming

Concord,California GPA 3.67

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

RELEVANT PROJECTS

Minecraft Plugin

Windows OS

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

Mac OS

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 🛮 🕽 Native or Bilingual Proficiency

 $\mathsf{French} \square \square$

Professional Working Proficiency

INTERESTS

Space

Rockets

Servers