# Ruben Christopher Arevalo

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## EDUCATION

**University of Texas Rio Grande Valley** | Edinburg, Texas | *August 2019 - May 2023*
*Bachelor of Science in Computer Engineering*
*Relevant Coursework*: Senior Design 1 & 2, Database Design & Implementation, Algorithms & Data Structures, Introduction to Deep Learning, Software Engineering 1 & 2

**South Texas College** | McAllen, Texas | *August 2015 - May 2019*
*Associate of Science in Computer Science*

## EXPERIENCE

**Self-Employed, *Independent Software Developer*** | McAllen, Texas | *May 2023 - Present*
- Coordinating with a team of 3 to develop and enhance a web application initiated during previous Headstarter SWE fellowship that generates travel itineraries for individuals with disabilities, currently with 27+ users.
- Investing 25 hours/week on average refining knowledge in software development, using best practices, and learning new technologies.
- Debugging and optimizing current projects using strategies such as code refactoring and run time analysis.

**Headstarter, *Software Engineer Fellow*** | Remote | *July 2024 - September 2024*
- Built and deployed 5 AI projects using React, Next.js, Firebase, Clerk, and Vercel, incorporating best software engineering practices such as CI/CD for regression detection and iterative deployment.
- Collaborated with and led a team of 3 to build and deploy a SaaS product that generates flashcards based on a given topic using the OpenAI API.
- Developed a RAG-based project with a team of 3 using the OpenAI API and Pinecone that generates responses based on a provided dataset.

## SKILLS

**Programming Languages:** Python, C++

**Web Development:** JavaScript, TypeScript, React.js, Flask, FastAPI, Next.js

**Databases:** SQL, MySQL, PostgreSQL, Firestore

**Technologies & Tools:** OpenAI API, Git, Jira

**Software Development:** Software Development Lifecycle (SDLC), Agile development, unit testing, integration testing, continuous integration and deployment (CI/CD)

## PROJECTS

**IncludiTrip, *Software Engineer Fellow & Independent Software Developer*** | *August 2024 - Present*
- Developing a travel web application with a team of 3 that generates suggested destinations for people with or loved ones who have disabilities.
- Constructing a feature that will provide an itinerary showing how user can spend the day at each destination for at least 1 hour.
- Integrated Groq API to generate travel destination/hotel suggestions and a list of accessibility resources that each destination may provide.

**BrainflashAI, *Software Engineer Fellow*** | *August 2024*
- Collaborated with 3+ team members to develop and deploy AI flashcard app.
- Led the design and implementation of the front-end using Next.js and TypeScript, incorporating client-side fetching operations to retrieve relevant information from API routes.
- Partially implemented Stripe API to handle payment processing operations, laying the groundwork for future enhancements, including a premium plan that will contain a 2000+ character limit and a 20+ flashcard collection limit.

**FoodPantryInventory, *Software Engineer Fellow*** | *July 2024 - August 2024*
- Designed a pantry tracker application with Next.js, Firebase, and TypeScript that allows users to keep track of items stored in a pantry, with 3+ users registered.
- Created a feature that allows user to track and update the quantity of a specific item in a pantry–for instance, 5+ pieces of salmon.
- Generated 5 recommended recipes using the OpenAI API based on the items currently stored in a user's pantry.