

Isaac Reynaldo

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EDUCATION

FLORIDA INTERNATIONAL UNIVERSITY

BS IN COMPUTER SCIENCE

Expected May 2019 | Miami, FL

Spark Dev Team (AI research)

Dean's List

Certified Scrum Master

COURSEWORK

UNDERGRADUATE

Object Oriented Programming

Software Engineering

Functional Programming

Artificial Intelligence

Theory of Algorithms

Network Programming

Operating Systems

Data Mining

Data Structures

Kernel Programming

Unix Tools and Scripting

Relational Database

SKILLS

PROGRAMMING

Over 5000 lines:

JavaScript • NodeJS • Java

C++ • C • Python • Dart • MySQL

Over 1000 lines:

F# • C# • HTML5/CSS • PHP

Familiar:

MIPS • Swift/iOS • NoSQL

FRAMEWORKS

Express.js • Mocha.js • Flutter

ASP.NET

LINKS

Github:// [reyisaac](#)

LinkedIn:// [isaac-reynaldo](#)



PROFESSIONAL EXPERIENCE

FARELOGIX (FORMERLY SABER) | SOFTWARE ENGINEER

Oct 2018 – Current | Miami, FL

- Developed and implemented transactions between clients and airlines using back-end tools like xslt and nodeJS.
- Contributed in the design and development of transactions involving Ticket Searching, Pricing, and Upgrading.
- Implemented the Upgrade transaction for airlines to upgrade Seat Class.
- Created and executed automated software test plans, cases and scripts.
- Participated in team meetings, gave bug status, corresponding patches and overall testing progress.

BATTERIES PLUS BULBS | MOBILE REPAIR TECHNICIAN & SALES ASSOCIATE

Apr 2014 – Aug 2018 | Miami, FL

- Repaired 20-30 cellphones and tablets weekly and maintained inventory.
- Worked collaboratively in team environment.
- Trained incoming sales team members.

TECH SUPPLY INC | COMPUTER REPAIR TECHNICIAN

Jan 2013 – Mar 2014 | Miami, FL

- Disassembled computers to perform diagnostics and check them in for repairs.
- Diagnosed and troubleshooted UNIX and Windows processing problems and applied solutions to increase computers efficiency.
- Ensured network, systems, and data availability of company.
- Maintained and repaired hardware and software with new installations, repairs and patches.

PROJECTS

HANDWRITING RECOGNITION | SPARK DEV

Jan 2018 – June 2018 | Miami, FL

Worked with undergraduate Spark Dev Team designing an Artificial Neural Network for handwriting recognition. Combined Convolutional Neural Networks and LSTM's to build a model with an 85% accuracy. The tools used were Tensor Flow and the Keras library.

E-COMMERCE WEBSITE | SOFTWARE ENGINEERING TEAM

Sept 2017 – Dec 2017 | Miami, FL

Worked in the development of GeekText, an e-commerce website designed for selling books. The technology used for this project, was ASP.NET

VIDEO GAME DEVELOPMENT | GAME JAM

Jan 2017 – Mar 2017 | Miami, FL

Worked on game development using the Unity Engine. Built a platformer while being self-taught C#.

SOCIETIES

2017	National	Society of Hispanic Professional Engineers
2016	top 15%ile	Golden Key International Honor Society
2016	National	Upsilon Pi Epsilon Honor Society