Ricardo Colom

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EDUCATION

Florida International University (FIU)	**Miami, FL**
- **Bachelor of Science in Computer Science, Minor in Mathematical Sciences**	August 2019 - 2022

- **GPA:** 3.87
- **Relevant coursework:** Systems Programming, Advanced Windows Programming, Mobile App Development, Data Structures, Software Engineering I & II, Calculus I, II, & III, Discrete Mathematics, Differential Equations

SKILLS & CERTIFICATIONS

Programming: Java, C, C#, React.js, React Native, Node.js, JavaScript, HTML, CSS, Swift
Tools: Unity, PostgreSQL, Git, Expo, Figma, Blender, FL Studio
Certifications: CodePath Intermediate Software Engineering (June 2022 - August 2022)

EXPERIENCE

R C Interiors Inc.	**Miami, FL**
Construction Estimator / Technical Services	May 2019 - September 2019

Initiated and led transition to a digital solution to drywall, acoustical ceiling, and insulation estimates; the overhaul increased workplace efficiency about three-fold. Solved roadblocks and other technical difficulties by arranging meetings with the office team on a frequent basis.

PROJECTS

ricardocolom.com - ★
Design and Development
Constructed an extensive website to serve as a detailed showcase for projects that I am involved in or are currently working on. Maintained on a frequent basis as I learn new technologies and work on newer projects.
- Utilized: React.js, Figma, HTML, CSS, Git, GitHub Pages

Snackability
Programming Lead
Drove a team of 5 FIU students, including myself, to develop a web application for the purpose of encouraging people to make healthier snack choices. Maintained Scrum protocol by meeting with our product owner, Dr. Christina Palacios, every two weeks. Implemented system to export all user data as a custom CSV file, promoted gamification by prototyping and deploying a user achievement system unique to each user.
- Utilized: React.js, Figma, Node.js, Firebase, HTML, CSS, Git

Aliens Took My Friend - ★
Design and Development
Programmed a top-down adventure game in under 36 hours in a team of 2 for the KnightHacks 2021 hackathon. Designed and modeled all assets, produced and arranged the game's soundtrack, managed scope, upheld polish, and submitted the game to be regarded as one of the top submissions for the event. Awarded Best Space App by the USSF.
- Utilized: Unity, C#, Blender, FL Studio

Truth or Drink: The Unofficial Mobile Port - ★
Design and Development
Digitized the viral Truth or Drink card game by Cut into an unofficial mobile port. Tested the application at various social events by directing others to ask each other the fun yet intensely personal questions displayed on each card.
- Utilized: React Native, Expo, Figma, CSS, Git

★ Indicates open source, to learn more please visit: https://www.ricardocolom.com/