

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, PHP, Symfony

Tools: Unity, MySQL, Git, Expo, Figma, Blender, FL Studio

Certifications: CodePath Intermediate Software Engineering (June 2022 - August 2022)

EXPERIENCE

Kaseya

Miami, FL

Software Development Engineer

November 2022 - Present

Worked with a team of engineers to develop and maintain one of Kaseya's top products. Though my work was primarily in our internal API services in the back-end, full-stack work involving front-end, databases, and QA testing was frequent. As designated Security Champion, I was often a point of contact for planning or general discussion regarding security.

- Utilized: Symfony, PHP, Python, React.js, MySQL

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 my personal projects and experience.

- 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

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