

ROGER VILLANUEVA

Personal Website: www.rogervillanueva.com

LinkedIn: <https://www.linkedin.com/in/roger-villanueva-22067bb2>

E-mail: ralezvillanueva@gmail.com

GitHub: <https://github.com/roger-v>

EDUCATION

Texas A&M University – College Station, TX

Bachelor of Science in Computer Science, Minor in Art

May 2018

Texas A&M International University – Laredo, TX

Sept. 2013 – May 2014

SKILLS AND INTERESTS

Programming – C++, Java, C, C#, Ruby, JavaScript, Swift, Python

Web Development – HTML, CSS, Ruby on Rails, AngularJS, Bootstrap

Mobile Development – Android, iOS

Languages – Speak, read, and write Spanish

Other – 3D Modeling, Network programming, Graphic design, Game development (Unity), Multithreaded programming, Linux, SQL

PROJECTS

ARC Hurricane Response Decision Tool

Jan. 2018 – May 2018

- The American Red Cross has developed a standard 120-hour timeline of critical decision points in their response to the event of a hurricane. This project seeks to enable American Red Cross managers to view the timeline in a more user-friendly fashion in order to respond to the disaster more quickly and efficiently through a mobile application. The app also allows the user to keep track of what tasks they have and have not completed in their response.

Technologies used: Android (Java), iOS (Swift), Realm

Programmers: Roger Villanueva, Elliot Dobbs, Steven Tran, Mohammad Sagor, Michael McKenna

Veterans Airlift Command - Website Redesign

Jan. 2018 – May 2018

- The Veterans Airlift Command (VAC) is a nonprofit organization that provides free air transportation to post-9/11 combat-wounded veterans and their families for medical and other compassionate purposes. This project is an endeavor to improve and modernize the online experience delivered by VAC by redesigning the website and adding new functionalities to help VAC provide their services more efficiently and in a device-responsive fashion.

Technologies used: HTML/CSS, JavaScript, Ruby on Rails, PostgreSQL

Programmers: Roger Villanueva, Maxwell Melcher, Fayyaz Maredia, Anh Nguyen, Kyle Koiner, Taylor Hanath-Culp

Pastacork's Guide to Tricking

started Nov. 2017

- Pastacork's Guide to Tricking is a web application designed for people who wish to learn (or already practice) the sport of Martial Arts Tricking. It attempts to illustrate a hierarchical or graph-like relationship between the countless possible tricks in the sport to guide users from the novice abilities at the roots, to the most advanced abilities as they make their way down the tree.

Technologies used: HTML/CSS, JavaScript, Ruby on Rails, arbor.js, PostgreSQL

Six Feet Above

started July 2017

- Six Feet Above is an open-world adventure RPG set in a dark and colorful Day of the Dead-themed environment. The story takes place during a time in which an unknown force has caused the long-extinct members of the human race to become reanimated as skeletal beings. The player assumes the role of the last human to rise from the dead, an amnesiac that attempts to recover the lost memories of his/her past in a broken world whose reconstruction is collectively endeavored by reanimated humans that lived throughout various different historical periods.

Technologies used: Unity, Blender, Photoshop, Visual Studio, C#

Pitch2Note

Oct. 2016

- Pitch2Note is a mobile application that converts audible frequencies into notes on a musical staff for sight-reading training and can be used as an instrument tuner. It is powered by TarsosDSP, an open-source real-time audio processing framework in Java. Developed on Android for TAMUhack 2016. The iOS version is currently in development, and it uses the Beethoven real-time audio processing Swift library.

Technologies used: Java, Swift, TarsosDSP, Beethoven

More of my projects may be found on my personal website.

AWARDS

- Grace Hopper Scholarship** – Texas A&M University

Oct. 2016

- Richard Tapia Scholarship** – Texas A&M University

Oct. 2016

- Industrial Affiliates Program Scholarship** – ConocoPhillips

April 2016

- Industrial Affiliates Program Scholarship** – Lockheed Martin Corporation

Sept. 2014

ORGANIZATIONS

Texas Aggie Game Developers – Texas A&M University

Jan. 2016 – Dec. 2017

Member of Texas Aggie Game Developers, an organization in which members make games together and gain coherence with the expectations of the game design industry.

Engineers Serving the Community – Texas A&M University

Jan. 2015 – May 2016

Member of Engineers Serving the Community, an organization dedicated to applying experience in engineering through projects meant to help the community of Bryan and College Station, TX.