

Ricardo Paulin

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Bilingual engineer and web developer with a Bachelors in Engineering Science and a Masters in Mechanical Engineering. Experience includes using CAD to make medical devices and 3D printers, designing processes to increase efficiency in manufacturing plants, and creating web applications using the newest tools and technologies.

EDUCATION

Rice University – Houston, Texas (August 2014-December 2015)

- Master of Engineering in Mechanical Engineering | GPA: 4.00/4.00

Trinity University – San Antonio, Texas (August 2009 – May 2013)

- Bachelor of Science Degree in Engineering Science | GPA: 3.53/4.00
- Minor in Mathematics and Physics
- Certified Engineer in Training (EIT) by Texas Board of Professional Engineers

The University of Texas at Austin – Center for Professional Education in Houston, TX (September 2017-August 2017)

- The Houston Coding Boot Camp – Full Stack Flex Program

A six-month intensive certificate program focusing on: HTML5, CSS3, Bootstrap, JavaScript, jQuery, Responsive Design, Node.js, Express.js, MySQL, MongoDB, Handlebars.js, React.js, C# / ASP.Net, Git, AJAX, API/JSON, Firebase, Command Line, Test Driven Development, User Authentication, and Computer Science Fundamentals.

ADDITIONAL SKILLS

- Fluency in Spanish (verbal and written)
- Experience Using: SolidWorks, Pro-Engineering, Autodesk Inventor Professional, MatLab, MS Excel, Arduino Uno, Scala, and C.

EXAMPLES OF APPLICATIONS BUILT

English Premier League Predictions

- A web application where users compete throughout the whole English Premier League (soccer) season trying to guess the correct result for each game. They can follow the total rankings and their own personal performance by logging into their profile, where they will also find a news and information tool that will let them educate themselves about any team before making a final decision.
- Lead developer of a group of four
- <https://rpaulin90.github.io/Project-1>

Multiplayer Rock-Paper-Scissors

- This application enables two players to compete against each other in a game of rock-paper-scissors. It also has a chat feature that enables players to communicate while they play.
- Sole developer
- <https://rpaulin90.github.io/RPS-Multiplayer/>

DESIGN AND ENGINEERING EXPERIENCE

- *Engineering Consultant* at **Exxon Mobil (Spare Parts)** – Houston, Texas (September 2016 – Present)
- *Hardware Designer (Intern)* at **Open Factory (3D Printing)** – Houston, Texas (March 2016-August 2016)
- *Mechanical Engineer* at **Van Wessel SA. de CV (Medical Devices)** – Mexico (October 2013 – August 2014)
- *Process Engineer (Intern)* at **Morgan Advanced Materials (Injection Molding)** – Mexico (June-October 2013)