

1025 Island Ave
San Diego
CA 92101

Ruben K. Lopez

ruben-kolodny.github.io

ruben.kolodny@gmail.com
(619) 362-0453

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

BS in Computer Engineering
Concentration in Networks
Graduated June 2015
Jack Baskin School of Engineering

UNIVERSITY OF COPENHAGEN

Semester Study Abroad
Aug 2013 - Dec 2013 | Denmark
Department of Computer Science

SKILLS

MOBILE

Android, Linux, Android SDK,
Android Studio, AVD Emulator,
Android Debug Bridge (ADB),
data transport, wireless, Wi-Fi,
Bluetooth, Mobile device
management, wearables

SOFTWARE

Proficient
C/C++, C#, Java, Python,
HTML, CSS, JavaScript,
SQL, Jira, git
Familiar
PHP, Shell, XML

COURSEWORK

CORE COURSES

Microprocessor System Design
Computer Systems & Assembly
Data Structures
Algorithms & Abstract Data Types
Logic Design
Computer Architecture
Electronic Circuits
Statics, Dynamics & Biomechanics

NETWORK COURSES

Network Administration
Network Programming
Operating Systems

EXPERIENCE

Augmedix | Android Engineer

Aug 2015 – Jan 2018 | San Francisco, CA

Developed, tested, and debugged the Augmedix Android application on Google Glass and Android smartphones while working with product, design and other stakeholders in the company to identify customer pain points, come up with solutions, prototype, iterate and deploy them.

- Implemented new features and product specifications in **Java** and **XML**
- Created layouts based on UI/UX requirements and mockups
- Solved issues around device constraints (CPU, bandwidth, battery)
- Designed an out-of-band technique for secure Bluetooth pairing
- Tracked and logged defects with *Jira* and drove issues to resolution
- Articulated technical risks and obstacles to stakeholders and managers
- Developed a resource monitoring script (CPU utilization, heat) that led to a breakthrough in our app's performance

Echelon Corporation | Software Engineer, Senior Design Project

Jan 2015 – May 2015 | UC Santa Cruz

Project Info: Internet-connected, self-checkout enabled shopping cart with various sensors capable of item and theft detection, indoor location tracking, and building automation features (e.g. location-based events).

- Industrial *Internet of Things* project sponsored by Echelon Corporation
- Worked with a team of 5 (computer engineers + electrical engineers)
- Developed **Python**, **C** software for M2M communication (BLE/WiFi)
- Developed webpages for monitoring data with **HTML**, **JS**, **PHP**, **SQL**

Cisco Systems | Tech Support Intern

Jun 2014 – Jun 2015 | Santa Cruz, CA

- Implemented VPNs and other use-case scenarios on Cisco products
- Tested configurations on routers, switches, and wireless access points
- Published customer-facing content to the online support community

Microcontroller System Design Project | Computer Engineer

Dec 2014 | UC Santa Cruz

Project Info: Connect-4 Game via Wi-Fi

- Built a cross-platform multiplayer game on a PSoC Microcontroller
- Interfaced an LED display and Wi-Fi Module to GPIO
- Developed **C** software for gameplay and UART communication

Danish Academy of Digital Interactive Entertainment | Programmer

Sep 2013 – Dec 2013 | Copenhagen, Denmark

- Collaborated with a production team of 15 students
- Closely simulated a production in industry
- Exercised scrum and agile project development

SYBO Games | Research and Development Intern

Oct 2013 – Nov 2013 | Copenhagen, Denmark

- Given work-in-progress-code and assets of a new game
- Accomplished **C#** programming tasks for the project (using Unity3D)
- Presented the tasks to the company