

# Ruben Uribe

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## Summary

Self-motivated, and passionate Computer Scientist with a love for problem solving, and idea development. Seeking the ability to work on things that empower people with information, freedom, and options to make informed decisions and pursue happiness.

## Education & Training

**Bachelor of Science: Computer Science**  
Texas A&M University

**2022 GPA:3.8**  
College Station, TX

## Skills

- (Coding) C++, Python, JavaScript, HTML, and CSS.
- (Technologies) Bootstrap, NodeJS, Express, WebPack, WebRTC, GatsbyJS, socketIO.
- (3D Design) Blender 3D, AutoCAD, and Inventor.
- Fluent in Spanish
- (Graphic Design) Adobe Illustrator, Photoshop, and InkScape.
- (Team Work) Git, Scrum development, and task delegation.

## Work Experience & Projects

**Premier Engineering & Land Surveying**  
**Engineering Intern**

**06/2018 to 08/2018**  
Laredo, Texas

- Utilized software programs to prepare drawings and maps of properties.
- Helped make changes around the office to increase efficiency.

**BestFit** ([www.bestfitofficial.com](http://www.bestfitofficial.com))

**11/2018 to 5/2019**

**Animator & Developer**

**College Station, Texas**

- Won 2nd place at Aggies Invent.
- Used blender to create 3D models of different body types.
- wrote python code to edit the proportion of the bodies procedurally.

**Plunder Patrol**

**05/2019 to 7/2019**

**Full stack developer**

(<https://plunderpatroll.herokuapp.com/>)

- Plunder Patrol is a progressive web app I developed for cross device webcam linking
- Developed a website with Node, Express, and EJS
- Built backend infrastructure in Node using socket.js and WebRTC to facilitate real time video broadcasting.

**Chrome Calories**

**10/2018 to 05/2019**

**UI/UX Developer**

**College Station, Texas**

- Designed, and implemented the User Interface for a Google Chrome Extension.
- Worked in a scrum team and co-led the design team.