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   **2022 GPA:3.8**
Texas A&M University   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   **06/2018 to 08/2018**
Engineering Intern   **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)   **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.