

Jaime A. Alvarez Perez

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Objective

Versatile Computer Science professional with a Master's degree, equipped with a broad skill set that makes me effective in any interdisciplinary team. Seeking to bring my strong coding abilities, circuit design skills, and web management experience to a dynamic, holistic workspace. With a knack for bridging communication between departments and understanding varied disciplines, I am uniquely poised to contribute to and enhance cohesive teamwork.

Education

Master of Science in Computer Science, The University of Texas Rio Grande Valley, Edinburg, TX

Jan 2021 - May 2023, GPA 3.50

Bachelor of Science in Computer Science, The University of Texas Rio Grande Valley, Edinburg, TX

Aug 2015 - Dec 2020

Relevant Courses: Behavioral Modeling, Human Robot Interaction, Internet Development, Deep Learning

Skills

- Coding: Proficient in C, C++, C#, Python, JS (React). Created a microgame on [personal website](#).
 - Circuit Design: Skilled in using KiCad v6. Designed a small board showcased [here](#).
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Experience

USC Institute for Creative Technologies - Learning Sciences, Ben Nye, Full-Stack Development Intern

June 2019 - August 2019, June 2021 - August 2021

- Designed and deployed a user-friendly internal tool for editing complex, redundant XML scripts, streamlining the editing process and improving efficiency. [Hosted here](#).
- Owned the progress display for mentor design on an educational app during my second internship, ensuring transparency and up-to-date tracking of the user's work. [Log here](#).

PUEDE, Web Manager

January 2019 - April 2019

- Managed initial setup of the website and created identity graphics.
- Developed an efficient outreach system to expand the organization's reach.

- [Logo, structure, and utilities still in use.](#)

UTRGV Social Systems Lab, Lab Assistant

September 2018 - September 2020

- Assisted Professor Megan K. Strait in research and lab-related tasks. Performed robot and system maintenance.
 - Contributed to the study on human-robot interactions.
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Teaching Experience

UTRGV Department of Computer Science, Teaching Assistant

January 2021 - Present

- Assisted in teaching Introductory Computer Science, Unity Game Development, Programming Languages, Robotics, Cloud Computing.
 - Facilitated interactive learning experiences for students.
 - Developed tools for easy deployment of specialized software for in-class use.
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Publications

- HRI Student Design Competition – contributed to visual design, mechanical implementation, and software for robot submissions.
 - Co-authored studies:
 - [“Using Negative Affect to Reinforce Cooperation in Human-Robot Interactions” HRI2019](#)
 - [“Using Negative Affect to Reinforce Moral Norms in Casual Speech” HRI2021](#)
 - [“The Uncanny Valley Manifests Even with Exposure to Robots, Strait, et al.” HRI2020](#)
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Community Involvement

- Judge, 2015/2016 FIRST LEGO League Robotics Competition in the RGV, Jan 2016
 - Mentor, Google Ignite CS, South Texas Preparatory Academy, May 2016
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Awards & Acknowledgments

- 2019 CMD-IT/ACM Richard Tapia Celebration of Diversity in Computing Scholarship