

Ruben Uribe

Software Engineer

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Skills

Web		Languages		Technologies
React	CSS	JavaScript	C	GitHub
JavaScript	NodeJS	C++	Java	SQL
HTML	Express	Python		NoSQL
WebRTC				

Summary

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 be happy.

Education

Texas A&M University
Bachelor of Science in Computer Science

2021 GPA: 3.8
College Station, Texas

Work Experience

Dropbox

06-08/2020

Software Engineer LAUNCH Intern

San Francisco, California (Remote)

- Worked throughout the summer on the development of a template selector for Dropbox Paper.
- Communicated across many different teams to make a production ready product in 3 months.
- Wrote performant React code to fetch and display templates.
- Coordinated a Bug bash with my team to test the reliability, and performance of the feature.



Premier Engineering & Surveying

06-08/2018

Civil Engineering Intern

Laredo, Texas

- Used AutoCAD to prepare drawings of residential neighborhoods, and properties.
- Helped make changes around the office to increase survey pipeline efficiency.



Personal Projects

Apollo *Class Project*

10-12/2020

Apollo was a web app that given a sentence would generate a Spotify playlist where the songs were the sentence. It is not currently hosted publicly.

- Created a visually appealing responsive website using HTML, CSS, and JS.
- Worked in a small team to make a NodeJS server for managing logins and creating the playlists.
- Used cookies to store a11y preferences for users.
- Used Encryption to securely remember Spotify accounts.
- Made songs playable on the site using Spotify's web player SDK and API



NotiFire *Hackathon Project* <https://devpost.com/software/notifire-50j46i>

02/2020

Notifire is a project I worked on for TAMUHack2020. It was made to bring people together to help each other during the Australia wildfires. It is not publicly hosted. Devpost:

- Designed a web dashboard to display real time, location-based information on the Australia wildfires.
- Used React, and Google Maps API to build out the core of the site.
- Won 1st place "USAA company Challenge", and 3rd place "Best use of google maps"



Phorma *Hackathon Project* <https://devpost.com/software/phorma>

10/2020

Phorma is a project I worked on for T-Mobile's Hacktober. It procedurally generates forms that can be sent to clients to collect information. It is made to prevent phishing by authenticating the companies wanting to collect information.

- Designed and implemented a procedural form creator with animations in React.
- Won 3rd place overall



Plunder Patrol *Personal Project* <https://plunderpatroll.herokuapp.com>

05-07/2019

Plunder patrol was made to keep an eye on your workstation for small periods of time. It broadcasts a video stream from one device to another.

- Developed a web app for cross device webcam linking with Node, Express, and EJS.
- Built backend infrastructure in Node using SocketIO and WebRTC to facilitate real time video broadcasting.

