

Rafael Reyes

Phone: (714) 235-3394 • Email: rafael_reyes@brown.edu

Education

- ❖ Brown University
Fourth Year, expected to graduate May 2018
Computer Science, Sc.B.
- ❖ Segerstrom High School
Graduated in June 2014

Awards and Acknowledgements

- ❖ **Code2040 Fellow** **November 2016**
- ❖ **Gates Millennium Scholarship recipient** **May 2014**

Experience

- ❖ **Brown University Department of Computer Science** **May 2015 - Present**
Undergraduate Teaching Assistant: Intro to OOP, Software Engineering, and Computer Systems
I am responsible for drafting lectures and holding weekly office hours. This includes classroom-style teaching sessions on difficult concepts or techniques for the projects and helping students find and fix bugs in their code
- ❖ **Salesforce.com** **May 2017 - August 2017**
Infrastructure Software Engineer Intern
As a member of the DDI team, I am building a tool that concurrently collects health metrics such as availability, latency, and throughput. The tool covers DDI based services and provides basic trouble shooting.
- ❖ **Lenio LLC** **May 2016 - September 2016**
Software Developer Intern
Part of a team working on a web application for vehicle diagnostics, contracted by Fiat and Chrysler. My tasks included processing data after writing requests to APIs based on actions a user made and testing these calls.

Activities

- ❖ **Mosaic+ Mentor** **September 2015 - Present**
A group dedicated to creating a community for underrepresented minorities in the computer science department. The Mentorship program is designed to be an intimate guidance experience through one-on-one mentorship. As a mentor I provide mental, moral, and emotional support to my mentees.

Relevant Coursework

- ❖ Introduction to Object-Oriented Programming and Computer Science **September 2014**
- ❖ Introduction to Algorithms and Data Structures **January 2015**
- ❖ Introduction to Computer Systems **September 2015**
- ❖ Designing, Developing, and Evaluating User Interfaces **September 2015**
- ❖ Introduction to Software Engineering **January 2016**
- ❖ Logic for Systems **January 2016**
- ❖ Introduction to Discrete Structures and Probability **January 2016**
- ❖ Introduction to Databases **September 2016**
- ❖ Distributed Systems **January 2017**
- ❖ Artificial Intelligence **January 2017**
- ❖ Design and Analysis of Algorithms **Fall 2018**
- ❖ Design and Implementation of Programming Languages **Fall 2018**

Projects

- ❖ Unix Shell with basic job control and ability to handle multiple processes using background/foreground jobs.
- ❖ Dynamic storage allocator for C programs, using my implementations of malloc, free, and realloc.
- ❖ Wait-in-line web application with two interfaces one for restaurants and one for customers.
- ❖ A distributed filesystem involving use of the Raft consensus protocol and the Tapestry distributed object location and routing layer to replicate objects and come to agreement about the state of the network.

Skills

- ❖ Experience programming in Java, Golang, Python, C, JavaScript, and Node.js.
- ❖ Experience Unit Testing large scale projects and proficient with Tape.js, a Node module used for testing.
- ❖ Bilingual; fluent in English and Spanish.