

JORGE JESUS LEON ROSALES

E-mail: leonjorge661@gmail.com

Website: <http://www.jlrosales.com>

Mobile: (786) 709 – 7740

GitHub: <https://github.com/Scoutbirds>

LinkedIn: www.linkedin.com/in/jorge-leon-rosales-51b721213

EDUCATION

Bachelor of Science in Computer Science

August 2018 – May 2022

Florida International University (FIU); Miami, FL

- Dean's List: Fall 2018 – 2020, Spring 2019 - 2021
- GPA: 3.94/4.00

Coursework: Programming 1 & 2, Data Structures, Software Engineering, Game Theory, Computer Architecture, Numerical Analysis, Systems Programming, Database Management, Machine Learning, Cloud Computing, Mobile Robotics, Operating Systems, Net-Centric Programming, Human-Computer Interaction

SKILLS

Programming: Java, JavaScript, C, HTML, CSS, C#, SQL

Tools: React.js, Node, Express, Git, Unity Engine, pgAdmin 4, AWS

Soft Skills: Fluent in Spanish and English, Communication Skills, Teamwork, Adaptability

Work Experience

Assistantship at FIU RDF Lab

February 2022 – April 2022

- Developed an AR application called Deep Water which will be used with Microsoft HoloLens technology. The app was developed with the Unity game engine and C#. I also used packages from MRTK as well as Vuforia for image recognition.
- I lead a team that consisted of several architectural designers, media arts, and computer science students. We worked closely to develop the AR experiences using Microsoft HoloLens headsets and iPads.

PROJECTS

ROCLA (Startup Company Website)

January 2022 – Present

- Designing a website for a new up-and-coming company. This company is called Rocla, and it is a facial and aesthetics company. Currently Utilizing React.js to create the front end of the website as well as HTML, JavaScript, and CSS so that the users can understand more about the company such as its procedures and contact information

Biscayne Bay Data Visualization (Website)

August 2021 – November 2021

- Designed a website for the FIU Institute of Environment. We used Mapbox to visualize the data gathered by the buoy in Biscayne Bay. This data included information such as Temperature, dissolved Oxygen, and Salinity.

Zero-Sum (Personal Game Project)

May 2021 – June 2021

- Developed a top-down shooter game utilizing the Unity Game Engine and the language C#. This game was made for fun and to mess around with Unity. You can check it out here! <https://scoutbirds.itch.io/zero-sum>

LEADERSHIP/SERVICE

UPE Ignite Internship

January 2022 – April 2022

- In the UPE Ignite Internship I, alongside a teammate, teach elementary school kids about programming so that we can spark their interest in the field.
- We are using code.org as our platform for teaching because it has many great lessons built-in. The meeting was done through zoom due to COVID

The Women's Breast & Heart Initiative, Florida Affiliate

September 2018 – May 2019

- Went to door to door informing women about breast cancer and offering them a free mammogram

Helping

- I have helped out many of my classmates throughout the entire school year, so much so that I am their go-to when they can't figure something out