Antonio Rivera

School Address:
*** ****** **
Cambridge, MA *****

anr@mit.edu
(***) ***-****
http://antoniorivera.github.io

Home Address:
***** ***** *** **
Kent, WA *****

Education

Massachusetts Institute of Technology **Cambridge, MA**
Candidate for B.S. in Computer Science, GPA: 4.9/5.0 June 2017

- Relevant coursework: Intro to Electrical Engineering and Computer Science, Math for Computer Science, Linear Algebra, Intro to Algorithms, Artificial Intelligence, Computation Structures, Design and Analysis of Algorithms, Great Ideas in Theoretical Computer Science, Elements of Software Construction

Kentridge Senior High School **Kent, WA**
Valedictorian, GPA: 4.0/4.0 June 2013

- Completed 8 AP classes over the course of 2 years
- Completed 3 dual-credit college courses from the University of Washington: English Literature, English Composition, and Spanish Language; University of Washington GPA: 3.97/4.0

Experience

Massachusetts Institute of Technology Department of Electrical Engineering and Computer Science
Lab Assistant September 2014 – December 2014

- Assisted students in labs for introductory department course
- Analyzed students' problems to guide them toward solutions
- Collaborated with other lab assistants to complete labs and reinforce understanding of the material

Ultimate Software
Virtual Team Intern May 2015 – August 2015

- Worked as a software engineer on front-end and back-end development in Javascript and C# respectively
- Wrote unit tests for large projects in Javascript using Jasmine and Karma
- Expanded the functionality of testing software
- Gained experience pair-programming

Massachusetts Institute of Technology
Participant in the BattleCode Class/Competition January – February 2014

- Utilized programming knowledge and strategy to write AI that competed against other players' AI
- Coordinated with a partner to design and develop code
- Defeated the Reference Player created by the development team

Independent Programming Projects 2013 – Present
https://github.com/antoniorivera

- Programmed two games in Java: a 2D shooter and a Tetris clone made in five hours
- Developed two games/engines in C++ using Simple Fast Multimedia Library: a 2D side-scrolling/collision-detection engine and a 2D adventure/shooter
- Managed complex systems, including collision detection, graphics rendering, and player input
- Revised and improved code

Awards and Interests

- National Hispanic Recognition Program scholar: awarded to approximately the top 2% of Hispanic students based on PSAT scores
- AP Scholar with Distinction: awarded for receiving an average score of at least 3.5 on AP Exams and taking at least 5 AP Exams
- Interested in algorithms, theoretical computer science, game programming

Programming Languages/Frameworks

- Python, Java, C#, C++, Javascript/AngularJS