

Javier Rivera Rodríguez | Software Engineering

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Undergraduate engineering student at the University of Puerto Rico Mayagüez campus currently pursuing my fourth year in my bachelor's degree. Fast learner, community leader in search of internships, coops and experiences to reach the next level in the field of software engineering.

Education

Software Engineering | University of Puerto Rico Mayagüez

Expected May 2026

Major GPA: 3.5

- Completed important courses Introduction to Programming, Advance Programming, Discrete Math, Data Structures, Analysis of Algorithms, Computer Architecture 1 and 2, Software Design and Programming Languages.

Experience

Google Tech Exchange | Hybrid

Jan 2024 - May 2024

- Completed accredited coursework and received direct mentorship from Googlers.
- Curriculum: Applied Data Structure & Algorithms, Careers in Tech preparing me for internships.

Engineering Team Rumarino | Mayagüez

August 2024 - Current

- Responsible for developing the **artificial intelligence** of an autonomous submarine using Python and the OpenCV library. My work involves applying computer vision techniques to enhance the submarine's autonomy and functionality, contributing to the team's overall goal of competing nationally.

Research Project on Game Development | Mayagüez

August 2023 - Current

- Research on **game development** using Godot Engine to analyze and compare human behavior in response to video games.

Computer Lab Instructor | University of Puerto Rico Mayagüez

July 2023 - August 2023

- Empowered over 120 aspiring students by guiding them through the world of programming using MIT App Inventor. My role extended beyond teaching technical skills; fostered a growth mindset and instilled confidence in these future programmers.

Organizations

SHPE (SPOCS) | University of Puerto Rico Mayagüez

Aug 2023 - Current

- Member of the Society of Hispanic Professional Engineers (SHPE), dedicated to advancing and supporting Hispanics in STEM fields. Engaged in organizing competitions and workshops in engineering for high school students through the SPOCS program.

Skills

Python

Blender

NodeJS

C++

Firebase

React

Java

Godot Engine

OpenCV

Languages: Spanish | English | French

Personal Projects

ESPN Fantasy Player Data Analyzer

Enrollment System for the University

Trip Planner using Foursquare API

File Organizer

Scoring System using Spotify Web API