Raúl Roa
Software Developer

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Mr. Roa
The name is Roa. Mr. Roa

Skills

C, C++, JavaScript, C#, VB.NET, Sharepoint, PHP, Python, Ruby, Lua, T-SQL, PL/SQL

Experience

Chief Technology Officer at TagShelf SRL.
January 2019 – Present

- Create custom made statistics models for digital document processing.
- Implemented and designed convolutional neural networks for feature recognition in photos.
- Created tools and web interface visualization dashboards for data processing results.

DevOps Engineer at Local Staffing LLC.
December 2016 – Present

- Define lifecycle and release management processes for apps running in AWS.
- Responsible for the continuous delivery process to build, deploy, and promote internal and public applications.
- Ensure apps have automated functional tests that are used by the continuous delivery process to determine successful deployment and operation of applications.
- Ensure monitoring rules/alerts are configured for routine and exceptional application conditions.

Game Software Engineer at Playful Corp.
February 2015 – February 2016 (1 year)

- Client-side game development using Unity 3D game engine.
- Server side game development using C#.
- DevOps and infrastructure administration using Ruby and Chef.

Lead Software Architect at CREDLI.COM
April 2012 - December 2012 (9 months)

- Defined team coding standards
- Defined/implemented application architecture
- Implemented CMS system
- Defined/implemented localization pipeline

Adjunct Lecturer at Pontificia Universidad Católica Madre y Maestra
May 2010 - December 2012 (2 years 8 months)

- Taught introductory classes in Software Development to sophomore students of engineering programs.
- Taught introductory classes in Object-Oriented Programming and Design to sophomore and Junior students of Computer Science.
- Taught Data structures and algorithms to Junior and Senior students of Computer Science

Senior Software Engineer at Newtech S.A.
September 2009 - February 2010 (6 months)

- Worked on development of Verizon Business' internal issue tracking system.

Software Developer at Nextmedia Dominicana
May 2005 - May 2008 (3 years 1 month)

- Designed & Developed LOB applications for the private and public sector.
- Advised private and public corporations about legacy software architecture's reliability and profitability of a possible update.

Education

Southern Methodist University

Master of Interactive Technology in Digital Game Development, Computer Software Engineering, 2013 - 2014

Rochester Institute of Technology

Master of Science in Software Engineering, Software, Management, 2008 - 2009

Pontificia Universidad Católica Madre y Maestra

Bachelor's Degree in Computer Science, Software, 2003 - 2007

Languages

English   (Native or bilingual proficiency)
Spanish   (Native or bilingual proficiency)
Portuguese   (Elementary proficiency)