Rob Ranit

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OBJECTIVE

A motivated Computer Engineering student looking to develop programming skills in a software development or engineering position.

EDUCATION

California State Polytechnic University, Pomona   August 2020 – May 2025
Bachelor of Science, 3.76 GPA   *Pomona, CA*
- Major in Computer Engineering, Minor in Computer Science

PROJECTS

Game Controller | *C++, UnoJoy, Arduino*   March 2023 – May 2023
- Developed a game controller that displays button inputs on an LCD screen
- Utilized an Arduino, the UnoJoy library to help with data communication, and the LiquidCrystal library to display info on an LCD screen

Autonomous UGV | *Python, Linux, Ubuntu, ROS, Raspberry Pi*   August 2022 – February 2023
- Developed in a Linux environment (Ubuntu), using Robot Operating System framework and Python to code vehicle communications from the UGV to a ground control system
- Created programs using ROS and Python in order to publish controller input data to our UGV, as well as subscribing to our UGV's motor values

Portfolio Website | *JavaScript, HTML/CSS, Git, GitHub Pages*   February 2022 – Present
- Developed a simple portfolio website using GitHub Pages, utilizing JavaScript and CSS
- Implemented multiple libraries and added features such as loading screens

Password Generator and Strength Checker | *C++*   April 2021 – May 2021
- Worked as part of a team to create a program that generates a password comprised of lowercase/uppercase letters, symbols, and numbers
- Utilized random number generation to generate unique passwords

TECHNICAL SKILLS

Languages: Python, C++, C#, Java, JavaScript, HTML/CSS, LaTeX
Developer Tools: Git, GitHub, Docker, VS Code, Visual Studio, Eclipse
Miscellaneous: Microsoft Word, Microsoft Excel, MATLAB, Robot Operating System

EXTRACURRICULARS

Cal Poly Pomona Game Development Club   September 2022 – Present
Programming Team Member   *Pomona, CA*
- Set up a dialogue replacement system that substitutes pronouns based on player choice utilizing the Ren'Py Python library
- Created a timer for a cooking minigame in Unity

Bronco Esports   April 2022 – Present
Executive Board Secretary, Fighting Games Coordinator   *Pomona, CA*
- Set up in-person gaming events as a tournament organizer with well over 200+ attendees for our biggest events
- Was a Head Tournament Organizer and worked with multiple teams in a large virtual event held by multiple Southern California colleges, with over 900+ attendees
- Transcribed meetings using Microsoft Word, organized attendee info during events using Microsoft Excel
- Acted as the main point of contact for fighting game events, lead a small team to plan and organize multiple fighting game events both virtually and on campus