

# Marco Rivas

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## Education

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### University of Nevada, Reno

*Bachelor of Science*, Computer Science and Engineering, 2012-2016

Minor: Mathematics

GPA: 3.78

## Experience

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### University of Nevada, Reno

Grader, August 2014 to May 2015

Grader for CPE 301 Embedded Systems Design for Dr. Egbert, Fall 2014

Grader for CS 219 Computer Organization for Dr. Munir, Spring 2015

Teacher Assistant Jan 2016 to May 2016

TA for CPE 301 Embedded Systems Design for Andy Olsen, Spring 2016

### Scientific Games

Intern, Nov 2015 to Aug 2016

Worked as part of a team to problem solve new and existing product issues. Remote connected to various locations around the country to troubleshoot product issues and perform SQL database management.

### Grand Vision Gaming

Software Engineer, May 2017 to Present

Worked as part of a new team to optimize and add new functionality to an existing code base. Worked on every aspect of the game engine including, graphics, gameplay, peripherals, protocols, and build process. Developed Kenos, Pokers, and Slot games for five different jurisdictions.

## Skills

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- Excellent time management worked part/full time while going to school for four years and maintaining a high GPA.
- Hard worker and detail oriented, received four Deans List certificates.
- Fluent in English and Spanish.
- Experienced in several programming languages, and can learn any upon request.
- Languages from most to least experienced: C#, C++, Java, SQL, MySQL, JavaScript, Python, PHP, Ruby, C, Scheme and Prolog.
- Experience with Microsoft Windows, Ubuntu/Linux, Android, Raspian, Matlab, Git, Subversion, HTML, CSS, jQuery, AngularJS, Bootstrap 3, OpenCV, PyGame, OpenGL, Unity, Eclipse, Visual Studio, Android Studio, VMware, VirtualBox, GIMP, blender, LaTeX and willing to learn any program upon request.
- Worked with Arduino, Adafruit, and Raspberry Pi microprocessors.