

Kenneth Pinzon Rojas

832-714-8204 | kennethpinzonrojas@gmail.com

Austin, TX 78705 |  Engineering Digital Portfolio  github.com/thehubisgitted  [linkedin/kennethpinzonrojas](https://linkedin.com/in/kennethpinzonrojas)

EDUCATION

The University of Texas at Austin, Austin, TX

May 2023

Bachelor of Science, Electrical & Computer Engineering

Relevant Coursework: *Software Design & Implementation, Software Design & Implementation II, Linear Systems & Signals, Digital Logic Design, Discrete Mathematics, Algorithms, Linear Algebra, Intro to Python, Intro to Computer Vision, Concurrent Systems, Data Science Principles, Data Science Laboratory*

Honors/Awards : National Hispanic Scholar

EXPERIENCE

TechnipFMC, Houston, TX

June 2018 - June 2018

Extern

- Acquired knowledge on deep sea subsystems in the oil and energy industry
- Learned about 'xmas trees' or the subsea drilling wells and their components
- Analyzed how subsea oil fields work and the umbilical cord system up to the ship

PROJECTS

Pokemon Marketplace JAR

- Designed a server backend and multithreaded client marketplace using MVC architecture in Java
- Implemented a fully functioning GUI frontend with images and audio for client application using JavaFX
- Used 'MD5' encryption to store and verify log-in passwords

Dover Fueling Solutions Web Application

- Placed 2nd overall at their 48 Hour Hackathon with focus on innovating point-of-sale systems to increase revenue and customer retention
- Built with React JS, Azure CV, connected with RESTapi to MongoDB and deployed using AWS Amplify
- FullStack role worked on front-end GUI, AES126 Encryption, and hooking up the noSQL database

Wombats Co. Web Application

- Wrote a multipage project management demo using React TS, Pymongo and FLASK routing.
- Users have the ability to login, register accounts, access equipment and create/leave projects

Space Invaders

- Recreated the base design for the classic arcade game Space Invaders
- Interfaced Nokia 5110, 6 bit DAC, and created working sounds using SysTick interrupts
- Created the driver code in C, running the game on a TM4C with custom sprites

Community Involvement

UT Microfarm, Austin, Texas

August 2021 - Present

Volunteer

- Help at microfarm maintaining several crops and plants using eco-friendly and sustainable practices

SKILLS

Proficient: Java, Python, Javascript

Languages: Spanish Fluent

Experience with: React JS, HTML5/CSS, C++, Matlab, Multisim

Beginner/Learning: Typescript