

# Joseph Rivera

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## EDUCATION

### The University of Chicago

*Bachelor of Science in Computer Science*

GPA: 3.473/4.00

Chicago, IL

Expected, May 2027

## SKILLS

**Languages:** Python, C, HTML, CSS, Java, JavaScript, TypeScript, SQL

**Libraries and Frameworks:** React, Next.js, Node.js, Tailwind CSS, Framer Motion, SQLAlchemy, Pandas, Skit-learn

**Tools & Platforms:** VSCode, Git, GitHub, GitLab, Vercel, AWS, Jupyter Notebook

## EXPERIENCE

### IT Services, University of Chicago

*Technical Writer*

Chicago, IL

October 2023 – Present

- Edited HTML files for 80+ articles to match the University's style guide and maintain a cohesive webpage
- Drafted documentation for knowledge based articles to help customers and colleagues independently solve issues
- Created email and document templates to accommodate for teams and increase worker efficiency

### Alleo.ai

*Software Engineering Intern*

Chicago, IL

June 2025 – August 2025

- Created multiple web pages with TypeScript and Tailwind CSS to display important legal documentation
- Fixed the application's back-end Python code to improve user experience and decrease user complaints by 15%
- Created methods to clean the SQL database of unauthenticated third-party calendars

### CharacTour

*AI and Data Science Intern*

Chicago, IL

June 2024 – August 2024

- Optimized methods of preprocessing text with Python to increase keyword retention and extraneous word deletion
- Tested an ElasticNetCV model to enhance fitting accuracy by 10% and avoid overfitting
- Trained chosen natural language processing models on 11 different personality traits

## PROJECTS

### Personal Website

July 2025 – Present

- Designed and developed a reactive personal portfolio using HTML, CSS, JavaScript, and Tailwind CSS
- Deployed the web application using Vercel for continuous uptime and delivery
- Handled the entire website development life cycle of ideation, development, deployment, and maintenance

### Blokus Game Simulation

April 2024 – May 2024

- Worked in a group of 4 people to program the implementation of a Blokus game
- Created the textual user interface for game simulation that used keyboard inputs and command line variables
- Develop a game that is scalable based on preferred board size, player count, and Blokus game style

### Stardew Valley Informational Interface

December 2023 – January 2024

- Implemented a web-scraping tool in Python to collect data from a website
- Developed a simple graphical user interface to handle user questions and output requested data

### Stadium Interface Simulation

May 2022 – June 2022

- Developed a textual user interface in Java to simulate user and administrator activities
- Practiced creating and implementing classes to increase complexity and decrease repetitive code