

Education

University of Florida | Gainesville FL

Bachelor of Science in Computer Science

Minor in Digital Arts and Science

Aug 2018-March 2022

Skills Summary

- Languages: Rust, C#, Java, JavaScript, Python, HTML5, CSS3, C++, C, MATLAB
 - Environments: VS Code, Android Studio, Visual Studio, Eclipse, NetBeans
 - Front-End Web: ReactJS, Angular, .NET, ASP.NET, Django, VueJS, Flask
 - Back-End Web: NodeJS, Axum, Express, SQL, SQLite, Google Cloud, AWS
 - Tools: Git, GitHub, Blender, GNU Make, Figma, Debugging, Vim
 - Platforms: Linux (Ubuntu, Debian, Kali), Windows 11
 - Languages: English (Native) & Spanish (Fluent)
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Projects

Blender Polyhedral Splines

- Implemented complex mathematical algorithms involving Bezier Curves in Python using NumPy
- Integrated code with existing addon code, submitted bug reports for existing issues found during development

Multiplayer Pong

- Live service multiplayer pong for 2-8 players implemented in godot using websockets
 - Hand rolled multiplayer that utilizes interpolation, lag compensation, reconciliation and prediction
 - Single web server able to handle thousands of concurrent individual games
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Work Experience

Technology Consultant July 2024 - November 2024 BG Integrative Studio

- Created system to track client applications to non-profit foundations
- Streamlined workflow with automation
- Made tracking process HIPAA compliant

Junior Frontend Developer October 2022 - April 2024 Elfen Software

- Rapidly fixed critical bugs that delayed development
- Spearheaded automated end-to-end testing of web application
- Mastered underlying technology to assist peers with their issues
- Introduced componentization of complex code using User Controls
- Created documentation site for database using rust, actix, and HTMX