# Ernesto Lugo

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## Education

**The University of Central Florida**, Orlando Florida          **August 2023 - Current**
Pursuing a Bachelor's of Science in Computer Science

Relevant Coursework:
- Object Oriented Programming
- Data Structures and Algorithms 1 & 2
- Systems Software (Compilers and Virtual Machines)
- Computer Architecture and Design

## Skills

**Languages:** C++, C, C#, Java, GDScript

**Libraries and Frameworks:** SDL, MPFR, Boost, .NET, Godot

**Developer Tools:** Git, VSCode, Valgrind Memory Debugger, GDB Debugger, CMake, Make, Linux and Bash

## Project Experience

**Adam's Lib SDL3** (C++, CMake, SDL)
*Solo Developer*
- A cross-platform game development library/engine providing a fast and intuitive interface.
- Allows for development directly using C++ without need for a secondary 'scripting' language.
- Compiles and runs on most desktop, mobile, console, and web platforms.

**Handy Moon** (GDScript, Godot)
*Lead Developer and Project Manager*
- A 2D tower-defense game made in 20 hours with Godot and Aseprite for the UCF GDK Space Jam.
- Collaborated closely with a small team to deliver in an extreme time crunch.

**PL/0 Lexical Analyzer, Parser, Compiler, and Virtual Machine** (C)
*Solo Developer*
- Three-part toolkit written to support the parsing, compilation, and execution of the PL/0 language.
- Compiler and Parser modeled using recursive descent.

**Daemon's Reworked Prefixes** (C#, .NET)
*Contributor*
- A mod for the video game Terraria using the TModLoader and .NET frameworks.
- Refactored legacy code to fix major bug and increase developer velocity.

**Calcul-Adam** (C++, SDL2, Make)
*Solo Developer*
- A five function calculator built using SDL2 and MPFR for 256bit precision.
- Created a custom GUI without  the help of external GUI libraries.

## Work Experience

**Freelance Tutor**          **September 2025 - Current**
*SAT, Math, Physics, and Computer Science Tutor*

**Universal Studios**, Orlando Florida          **September 2024 - January 2025**
*Balloon Handler*

**Panera Bread,** Davenport, Florida          **April 2021 - June 2024**
*Associate*