

# Alejandro Forero

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## Employment

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### Attractions Attendant

### Universal Orlando Resort

June 2022 - Present

- Enforce safety procedures and guidelines, including checking restraints, verifying height and limb requirements, and maintaining a secure environment in a timely fashion to ensure the best ride experience.
- Provide exceptional guest service by greeting riders, answering questions, and assisting with any concerns or issues that may arise.

### Graphic Designer

### Camp St. Bonifacio

April 2022 - Present

- Collaborate with the marketing team to design posters, banners, and Instagram posts that align with the camp's identity and improve the brand's consistency utilizing Illustrator and Figma.
- Designed over 50 different promotional assets, in both Spanish and English, effectively contributing to the brand's public campaign efforts and resulting in a 20% boost in sales.

## Education

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### Orlando, FL

### University of Central Florida

Fall 2020 – Fall 2024

### Bachelor of Science in Information Technology

- **Relevant Coursework:** Data Structures and Algorithms, Object Oriented Programming, Operating Systems, Relational Databases, Human Computer Interactions, Computer Architecture, Calculus II, Web-Based Info. Tech.
- **GPA:** 3.77/4.0

## Skills

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- **Software:** VS Code 1.85.2, Affinity Designer, Adobe Illustrator, Microsoft Office, Figma, Unity, Git
- **Frontend:** JavaScript, jQuery, HTML, CSS, SASS, Bootstrap, ReactJS
- **Backend:** Firebase, Java 20.0.1, Python 3.12.1, C, SQL
- **Bilingual:** Fluent in both Spanish and English.

## Projects

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### HTML Video Game

### Inter-Galactic

Nov 2022 - Jan 2022

- Developed a retro space shooter video game using only **HTML Canvas**, **CSS**, and **JavaScript**.
- Designed all 13 in-game assets, including sprites and backgrounds, using Aseprite and Adobe Illustrator aimed at creating an 8-bit inspired visually nostalgic and immersive experience.
- Leveraged trigonometric ratios to simulate the physics and movement of a spaceship, allowing for precise and dynamic movement.

### Budget Web-App

### Pocket Change

Mar 2023- May 2023

- Collaborated with an Agile team of 4 developers to design and develop a web application aimed at empowering users to efficiently manage their finances through expense tracking and personalized budgeting.
- Assumed the role of lead programmer and UI/UX designer, developing a modern and responsive UI that significantly enhanced user engagement and comprehension.
- Built using ReactJS, Bootstrap, and ChartJS to ensure responsive design, accessibility, and a smooth user experience.
- Developed an application that addressed the complete financial management lifecycle, including expense tracking, budgeting, and financial goal setting.

### Website

### Personal Portfolio

May 2023 – Jun 2023

- Created a personal portfolio using JavaScript, HTML and CSS to showcase my projects and design work.
- Implemented features like navigation, responsive design, animation, and user engagement.