

Alejandro Forero

Orlando, FL | ale.forero10@gmail.com | <https://www.aleforero.online/> | (954) 449-3511

Employment

Attractions Attendant	Universal Orlando Resort	June 2022 - Present
<ul style="list-style-type: none">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.Drafted a project proposal to develop a training module application to familiarize new employees with the operational procedures and workflow of a theme park grouper to increase efficiency at ride venues.		
Graphic Designer	Camp St. Bonifacio	April 2022 - Present
<ul style="list-style-type: none">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

Orlando, FL	University of Central Florida	Fall 2020 – Fall 2024
Bachelor of Science in Information Technology		
<ul style="list-style-type: none">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

- 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

HTML Video Game	<u>Inter-Galactic</u>	Nov 2022 - Jan 2022
<ul style="list-style-type: none">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	<u>Pocket Change</u>	Mar 2023- May 2023
<ul style="list-style-type: none">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	<u>Personal Portfolio</u>	May 2023 – Jun 2023
<ul style="list-style-type: none">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.		