

# Alejandro Forero

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## Employment

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<b>Attractions Attendant</b>	<b>Universal Orlando Resort</b>	<b>June 2022 - Present</b>
<ul style="list-style-type: none"><li>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.</li><li>Provide exceptional guest service by greeting riders, answering questions, and assisting with any concerns or issues that may arise.</li></ul>		
<b>Graphic Designer</b>	<b>Camp St. Bonifacio</b>	<b>April 2022 - Present</b>
<ul style="list-style-type: none"><li>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.</li><li>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.</li></ul>		

## Education

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<b>Orlando, FL</b>	<b>University of Central Florida</b>	<b>Fall 2020 – Summer 2024</b>
<b>Bachelor of Science in Information Technology</b>		
<ul style="list-style-type: none"><li><b>Relevant Coursework:</b> Data Structures and Algorithms, Object Oriented Programming, Operating Systems, Relational Databases, Human Computer Interactions, Computer Architecture, Calculus II, Physics II.</li><li><b>GPA:</b> 3.77/4.0</li></ul>		

## Skills

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

## Projects

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<b>HTML Video Game</b>	<b><u>Inter-Galactic</u></b>	<b>Nov 2022 - Jan 2022</b>
<ul style="list-style-type: none"><li>Developed a retro space shooter video game using only <b>HTML Canvas</b>, <b>CSS</b>, and <b>JavaScript</b>.</li><li>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.</li><li>Leveraged trigonometric ratios to simulate the physics and movement of a spaceship, allowing for precise and dynamic movement.</li></ul>		
<b>Budget Web-App</b>	<b><u>Pocket Change</u></b>	<b>Mar 2023- May 2023</b>
<ul style="list-style-type: none"><li>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.</li><li>Assumed the role of lead programmer and UI/UX designer, developing a modern and responsive UI that significantly enhanced user engagement and comprehension.</li><li>Built the app using React, Bootstrap, and ChartJS to ensure responsive design, accessibility, and a smooth user experience.</li><li>Developed an application that addressed the complete financial management lifecycle, including expense tracking, budgeting, and financial goal setting.</li></ul>		
<b>Website</b>	<b><u>Personal Portfolio</u></b>	<b>May 2023 – Jun 2023</b>
<ul style="list-style-type: none"><li>Created a personal portfolio using JavaScript, HTML and CSS to showcase my projects and design work.</li><li>Implemented features like Constructed the application with React, Bootstrap, and ChartJS to ensure responsive design, accessibility, and a smooth user experience.</li></ul>		