

# Aridsondez Jerome

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## EDUCATION

### University of Central Florida (UCF)

*Bachelor of Science in Computer Science*

Orlando, FL

*Aug. 2022 – May 2026*

## PROJECTS

### Portfolio Website | *JavaScript, HTML, CSS, Git*

December 2023 – Present

- Acquired proficiency in front-end web development through the construction of the portfolio website, including advanced knowledge in HTML structure, CSS styling, and JavaScript functionality
- Implemented an automated email notification system triggered by form submissions, ensuring prompt communication with users for every form submission
- Visualized GitHub data to show collaboration
- Conducted extensive cross-browser testing, ensuring mobile support for compatibility and consistent rendering across different web browsers.

### Chess | *C++, SFML, Git*

February 2024

- Implemented a variety of chess functionalities including move validation, check detection, and game logic handling
- Utilized extensive object-oriented programming principles for efficient code organization and scalability
- Conducted comprehensive testing to ensure accurate gameplay mechanics and graphical rendering across different scenarios
- Developed chess project using C++ and the SFML (Simple and Fast Multimedia Library) to create an immersive graphical interface

### C typing game | *JavaScript, HTML, CSS, Git*

February 2024

- Provided novice users with a structured platform to practice and familiarize themselves with C syntax, facilitating the learning process through interactive typing exercises
- Implemented efficient algorithms to manage and present C code snippets to users in a sequential and randomized manner
- Analyzed user feedback and satisfaction ratings to gauge the effectiveness of the application in helping beginners grasp C syntax concepts
- Provided users with a diverse selection of over 1000 lines of C code snippets to practice typing, offering ample opportunities to reinforce syntax understanding and familiarity

## COURSE WORK

### Computer Science 1, COP3502

December 2023

*UCF*

*Orlando, FL*

- \* Displayed understanding of Data Structures and Algorithms through 6 class projects
- \* Produced over 5K+ lines of code that demonstrated an understanding of recursion, heaps, stacks, queues, linked lists and more
- \* Actively collaborated with a diverse team of peers on 10+ team projects, collectively designing and implementing efficient solutions to real-world problems.

### System Software, COP3402

Present

*UCF*

*Orlando, FL*

- \* Explored theoretical concepts in compiler design, including formal grammars, parsing algorithms, and compiler optimizations
- \* Utilized advanced techniques such as Abstract Syntax Trees (ASTs) and symbol tables to facilitate the compilation process
- \* Developed a comprehensive understanding of parsers, lexers, and other essential components for building compilers

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, JavaScript, HTML/CSS, LaTeX

**Frameworks:** React, SFML, SDL

**Developer Tools:** Git, VS Code, Visual Studio, Terminal