KRISTIAN **VAZQUEZ**

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EDUCATION

JUNE 2022 - PRESENT
BS IN COMPUTER SCIENCE, FLORIDA INTERNATIONAL UNIVERSITY

- Objectively learning math fundamentals for computer science in Discrete Structures course.
- Actively advancing OOP skills in Programming 2 course.

EXPERIENCE

JUNE 2021 - PRESENT
FRONT SERVICE CLERK, PUBLIX

- Managed to keep $300 remaining on microtransactions at the end of each shift.
- Independently have handled around 100 customers per register during shift.
- Keeping a 95% satisfaction rate with customers and co-working staff.

SKILLS

- Data Structures and Algorithms in JavaScript
- HTML/CSS
- Java
- React
- Firebase
- Bilingual (Speak, write, and read both Spanish & English fluently)
- Able to listen and comprehend feedback.
- Experience with team correlation.
- Microsoft Word, Excel, and PowerPoint.

PROJECTS

- Programmed a weather search website using an API key and an API photo engine, illustrating the exact weather for city typed in the search bar, alongside a background image taken in the city searched.
- In Progress: Developing an NBA fantasy league app designed to provide an immersive and engaging experience for basketball fans by using React native framework, Node.js database, and NBA API.
- Attended and competed at ShellHacks hackathon in 2022, where my team and I programmed a focus learning website, while I created the friendly UI for the login screen and the summary session of the website, resulting in the graphs being easy to read and understand when data is received by the API.
- Competed in Google Maps Platform Hackathon 2022, where my peers and I developed a website named MapMe, using Google Maps API keys, TypeScript, and Google Firebase for the user to login with their info for their profile, submit a picture, and be able to see their profile accurately on a marker pointed in the location on the map they used for their profile.
- Efficiently collaborated at UPE's SparkDev Robotics team, which I developed the movement of Timmy, a recycling ML robot arm, using C++ and Arduino's IDE, making Timmy being able to move 180 degrees in an x-y plane.
    - Trained and programmed the AI using python inside the raspberry Pi4, making it able to scan the object, label it precisely with a confidence level of 96%, pick it up, turn 180 degrees and drop it in designated bin.