Cecilia Merion

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Education

Florida Polytechnic University   **2021 – 2025**

BS Computer Science

Relevant coursework:

- Secure Software Engineering | Leadership, Project Management, and Rapid Design Techniques.
- System Administration Using Unix | IT and Cloud Management using popular Linux Distributions.

Achievements

FIEA Collegiate Game Jam   **2024 - 2025**

Finalist and Winner

Created games in 48 Hours for the 2024 and 2025 FIEA Collegiate Game Jams achieving second and first place in the Undergraduate division respectively.

Florida Poly Respawn Game Jam   **2022 - 2024**

Multiple Time Finalist

Created games in 72 Hours for the Spring 2022, Fall 2022, Spring 2023, Fall 2023, and Spring 2024 Respawn Game Jams, finishing in the top three each time.

Experience

SHO Services   **2025 - Present**

Onsite IT Technician

Facilitated installation of vital network infrastructure, conversed with clients to determine needs and preferences, and applied Information Technology knowledge to troubleshoot equipment issues.

Everglades Financial Capstone Project   **2024 - 2025**

Graphic Designer

Created numerous social media and web UI designs in a team of five for an established premium finance company using Adobe Photoshop, Adobe Illustrator, and Canva, resulting in a substantial increase in user engagement on sites such as LinkedIn.

Skills

Leadership, Project Planning, Project Management, Problem Solving, Design, and Teamwork.

Programming Languages

C, C++, C#, Java, JavaScript, Python, GDScript, and HTML/CSS.

Software Proficiency

Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe InDesign, Adobe Lightroom, Unity, Godot, Unreal Engine, Visual Studio Code, Autodesk Inventor, Autodesk Maya, WebGL, and Blender.