

EDUARDO DOTEL

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SUMMARY OF QUALIFICATIONS

- A highly motivated Computer Science graduate seeking entry-level positions and internships.
- Experienced in Object-Oriented Programming, Full-stack Web Development, and Agile Development with a passion for birthing functional software programs in general.
- A problem-solver that meticulously completes coding objectives accordingly.

EDUCATION

B.S. in Computer Science; Honor's College, Florida International University, Miami, Florida December 2020
Honors: Magna Cum Laude (GPA: 3.88)

AWARDS AND RECOGNITION

NFTE Outstanding Member for Startup Summer	Summer 2017
Florida Academic Scholars – Florida Bright Futures Scholarship	August 2017 – December 2020
Dean's List	Fall 2017 – Spring 2018, Fall 2018 – Spring 2019, Fall 2019 – Fall 2020
Honor's College Dean's List	Fall 2018 – Spring 2019, Fall 2019 – Spring 2020
Upsilon Pi Epsilon Member	Inducted in Fall 2018
Miami Innovator's Association Staff Member	Fall 2017 – Fall 2019

EXPERIENCE

Programming Languages: C#, C, Java, JavaScript, Python, SQL, TypeScript
Markup Languages: HTML5, CSS
Tools: Git, GitHub, Heroku, MySQL, NodeJs, Postman, UNIX, Unity, Visual Studio Code
Framework: Angular
Languages: Proficiently Bilingual in English and Spanish

PROJECTS

Learning Management System Facebook Application : May 2020 – December 2020

- The application works as a learning management system in which users (especially from developing countries) can access and learn the educational course of their choice at no cost
- Worked on Frontend and Backend aspects through the use of Angular, SQL, JavaScript, and TypeScript such as the implementation of group formation for each course.
- Worked on the progression aspect of the application for users to track their progress in their course alongside their peers.

KimoDameshi – 3D Horror Game in Unity : January 2020 – April 2020

- A 3D horror game created in Unity for the SparkDev program. We continued the work of what was originally built in the previous semester.
- Worked on UI and Object Pickup Behavior through the use of C#

OpenCV Streaming Website : March 2020 – April 2020

- A website that serves a static stream and a dynamic stream. The latter was implemented with OpenCV.
- The static stream serves a video and the dynamic stream serves the streaming of my webcam.
- Deployment was through the use of Heroku and ngrok
- Python and HTML was used for the creation of the website and the implementation of the static stream.

Unbound – 3D FPS Game in Unity: August 2020 – December 2020

- An FPS game in Unity that I've worked on my free time using free assets from the Unity store.
- Alongside another individual, I've contributed to most aspects of this project including UI, enemy behavior, a collision system, etc.
- Written mostly in C#.
- Still a work-in-progress