Jaime Nufio

Proactive, and quick to adapt to change. Always self-teaching new material in the field through personal projects. Self-motivated, creative, critical thinker. Excellent grasp on Computer Science fundamentals, and looking for an internship in software development for professional experience.

EDUCATION:

New Jersey Institute of Technology, Newark, NJ — *BS in Computer Science*

Expected Graduation: May 2020
Third Year Student: Junior
GPA: 3.66

Middlesex Community College, Edison, NJ

May 2017 - June 2017

WORK EXPERIENCE:

Sbarro's Pizzeria — Woodbridge, NJ
May 2017 - August 2017
Cashier
Interfaced with customers.
Worked at registered and handled money.

DEVELOPMENT LANGUAGE/TOOL EXPERIENCE:

Computing Languages —

Java, Javascript, Python, C#, C++, HTML, XML

PROJECTS:

Wezla The Inventor, and others— *Lua (2015)*

Game modification for Klei's "Don't Starve". The custom character Wezla has a plethora of assets unique to him, such as music, custom items, and abilities. Collectively, my mod projects have garnered well over 60,000 unique download on Steam's Workshop.

Various Mobile Games— Android Application, *C#, Unity Developer (2016-2018)*
Developed Android games in Unity, APKs available upon request, source code on Github. The games range from a simple collect-a-thon designed for kids, to space themed screen scrollers.

Various Arduino Projects — *Arduino (C++), (2017-2018)*
Developed several Arduino based robotics projects ranging from autonomous vehicles, bluetooth controlled watering greenhouse systems, multi servo arms, and modular radio controllers. Source code on Github, videos of these projects on Instagram.

Contact Me:
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Projects:

GitHub:

github.com/JaimeNufio

Steam Workshop:

goo.gl/ZkQqM0

Video/Photos:

https://www.instagram.com/jaimenufio/

CLUBS:

Association of Computing Machinery - Member

LANGUAGES:

Spanish

INTERESTS:

Artificial Neural Networks
Machine Learning
Game Development
Electrical Engineering
Teaching