Jesus Perez Arias

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OBJECTIVE

Quality-driven, hands-on software engineer with many years of designing and developing full-stack applications for business needs. Strong communicator with a technical background and global team leadership skills.

EDUCATION

California State University, Los Angeles   **Los Angeles, CA**
Bachelor of Science, Computer Science - GPA: 3.4   *May 2023*

PROFESSIONAL EXPERIENCE

CSULA, University Times   **Los Angeles, CA**
Front End Software Engineer   **October 2019 - May 2023**

- Optimized web applications efficiency by decreasing latency by 40%.
- Utilized Node.js and PHP to achieve a comprehensive backend server overhaul.
- Worked with cross-functional team members to bring UI/UX designs to life, garnered a 40% increase in users relying on web accessibility.
- Achieved a 25% increase in website traffic by organizing a team of content creators to implement excellent SEO strategies and using targeted common keywords found in leading journalism websites.

SUDO, Army Lab Corporation   **Los Angeles, CA**
Software Engineer Intern   **August 2022 - May 2023**

- Worked with eight other engineers to modernize an audio-visual detection drone software for military and civilian applications and rewrote the entire codebase for modern data and high-end speed runtimes.
- Software runtime and compile time increased by 30% by migrating legacy software to Python scripts.
- Pioneered the development of a GUI component for combat personnel, eliminating the need to view underlying code in real-time, optimizing user experience, and increasing operational efficiency by 40%.
- Prepared and delivered well-detailed software documentation for current and future onboarding engineers.

PROJECTS

Issue Tracker - issuetracker.jesusperez.dev   **Present**

- Developed a full-stack web app for issue tracking within an organization. Utilized TailwindCSS and ShadCN for the front end and leveraged Next.JS to achieve a Vercel experience score of 90% for the back end.
- Implemented a robust backend API using TypeScript Prisma ORM, seamlessly handling client-side requests to an SQL database. Deployed the database to PlanetScale and minimized server latency.
- Integrated NextAuth.js to bolster the application's security and authentication, handled routing and secure full REST API with the backend, and bolstered asynchronous callbacks for enhanced user experience.
- Ensuring code scalability and readability by providing users with a secure and reliable authentication mechanism to support future updates.

Sphere Pillars With ThreeJS - soundpillars.jesusperez.dev   **November 2023**

- Designed and developed a real-time 3D animated project using Blender, Three.js, Vue.js, and JavaScript to create a visually engaging experience with optional sound frequency.
- Enabled users to gain control over various built-in parameters, such as wave speed, sphere subdivisions, and pillars, by implementing a GUI interface with interactive sliders.
- Optimized loading times by employing a single Three.js scene() object, reduced average waiting times by 15% to load model. Gained 10% efficiency on the web application by strategically reducing icosphere divisions.

SKILLS

- Technical Skills: Java, JavaScript, NextJS, ReactJS, Swift, Python, Node.js, Git, C++, Node.js, SQL,
- Language(s): Fluent in English and Spanish.