Jesus Perez Arias

in/jesusperezarias/ • www.jesusperez.dev • jesusariasthedeveloper@gmail.com • + 1 (323) 926-2550 • github.com/JayDevelops

PROFESSIONAL EXPERIENCE

CSULA UNIVERSITY TIMES   **Los Angeles, CA**
Front End Software Engineer   **October 2019 - May 2023**

- Optimized web application loading speeds by decreasing their latency times by 40%. Utilized WordPress components with JavaScript and a comprehensive backend server overhaul utilizing Node.js and PHP.
- Worked closely and harmoniously with team members to bring exceptional UI/UX designs to life and produced an increase of 40% score on great web accessibility.
- Achieved a 25% increase in website traffic by organizing the team of content creators to implement excellent SEO strategies and using targeted common keywords found in leading journalism websites.
- Obtained a 15% increase in profit by integrating Google AdSense, compared to the previously employed static advertising approach.

SUDO, ARMY LAB CORPORATION   **Los Angeles, CA**
Software Engineer Intern   **August 2022 -May 2023**

- Collaborated effectively with eight professionals to modernize an audio-visual detection model, crucial for private military contractor drone software in combat scenarios.
- Migrated legacy software to Python scripts, resulting in a remarkable 30% increase in runtime.
- 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%.
- Ensured the successful completion of the project and created 100% new modern documentation.
- Delivered comprehensive project deliverables, established future scalability, and reduced codebase by 30%.

PROJECTS

Sphere Pillars With ThreeJS - soundpillars.jesusperez.dev

- 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 onto the model itself.
- Implemented a GUI interface with interactive sliders, allowing users to control various built-in parameters such as wave speed, sphere subdivisions, and pillars, which enhanced user engagement.
- Optimized loading times by employing a single Three.js scene() object, reduced average waiting times by 15% to load model and strategically reduced icosphere divisions, gained 10% efficiency on web application.

Chess Game Engine Integrated With AI for AMC

- Mentored students under the creation of a sophisticated chess game engine integrated with Artificial Intelligence algorithms, including Min-Max and Depth-Search, which resulted in a 30% improvement in the engine's ability to determine optimal "winning" moves in the game of chess.
- Utilized Java and JavaFX to create the GUI component of the software, enhancing user experience.

EDUCATION

CALIFORNIA STATE UNIVERSITY, LOS ANGELES   **Los Angeles, CA**
Bachelor of Science, Computer Science   **May 2023**

ADDITIONAL INFORMATION

- Technical Skills: Java, JavaScript, jQuery, ReactJS, Swift, Python, Node.js, SQL, Adobe XD, Babel, Bootstrap
- Bilingual in English and Spanish