Jesus Perez Arias

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OBJECTIVE

Quality driven, hands on software engineer with many years of designing and developing fullstack applications for business' needs. Strong communicator from 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 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 previous static 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%.
- Delivered successful completion of the project and created 100% new modern documentation.

PROJECTS

Sphere Pillars With ThreeJS - soundpillars.jesusperez.dev   **Present**
- 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   **August 2022 - December 2023**
- 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.
- Critiqued mentees copy of their chess game, provided feedback for future improvements, and awarded students for achieving exceptional results by adding their own features inspired by our lectures.

SKILLS

- Technical Skills: Java, JavaScript, jQuery, ReactJS, Swift, Python, Node.js, SQL, Adobe XD, Babel, Bootstrap
- Language(s): Fluent in English, and fluent in Spanish.