

Jazer Linares

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Objective Statement

- An accomplished Software Engineer driven to forge a lasting career in the industry, actively pursuing roles that encompass front-end and back-end development, full-stack expertise, and software application development.

Skills

- JavaScript | C# | Java | C++ | Python | HTML | CSS | Lua | PHP | MySQL | Node | Express | React | jQuery | Git | AWS - *All intermediate proficiency or above*
- Unit Testing | Unity | OOP | Game Development
- Microservices | Frontend | Backend | Full-Stack | English, Spanish – *Both fluent proficiency or above*

Experience

Captain

Bellhop

Charlotte, NC, USA 04/2021 - 07/2023

- Led a team of up to 7 members to execute seamless customer transitions between residences, optimizing efficiency and customer satisfaction.
- Managed move day operations through the application, ensuring accurate inventory tracking and proper item placement.
- Provided management with valuable insights and real-world examples of software features, contributing to the improvement of both professional and customer travel mileage calculation and payment on travel experiences.

ERP Clerk

Quik Trip

Charlotte, NC, USA 09/2019 - 04/2021

- Managed cash transactions responsibly and accurately, upholding financial accountability.
- Efficiently managed diverse tasks, demonstrating strong organizational skills and attention to detail.
- Thrived in a dynamic and fast-paced work setting, maintaining effectiveness under pressure.
- Collaborated with colleagues to ensure smooth operations, fostering effective teamwork and communication.

Assistant Manager

Swim Club Management Group

Charlotte, NC, USA 07/2017 - 08/2019

- Streamlined team schedules and resource allocation, optimizing workflows and ensuring optimal performance and utilization.
- Oversaw and coordinated a diverse team, fostering effective communication and collaboration to achieve common goals.
- Liaised with staff, customers, and management, demonstrating strong communication skills in facilitating smooth operations.
- Resolved operational challenges creatively and efficiently, exhibiting strong problem-solving capabilities.

Projects

- **HOLY GROUNDS:** Story based base building and resource management game created in Unity using C# that provided players with a unique experience each time they playthrough. **(12/2021)**
- **Among Us Ninja Mod:** Formulated the central role of the project and established action for a feature utilizing the Reactor API within the C# framework to add an invisibility and extra role for players to enjoy with friends. **(05/2021)**

Education

Bachelor of Science

University of North Carolina at Charlotte

Charlotte, NC, USA 08/2018 - 05/2022

- Major in Computer Science

Concentration: Software Engineering

Relevant Coursework: Intro to Operating Systems and Networking, Logic and Algorithms, Intro to Information Security and Privacy,

Intro to Computer Science I, Data Structures and Algorithms, Intro to Computer Architecture, Software Engineering,

Web App Design and Development

Associate in Arts

South Piedmont Community College

Monroe, NC, USA 08/2017 - 05/2021

- Major in Art

Relevant Coursework: Intro to Computer Science II, Intro to Business Computing