Jean Carlo Almario

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EDUCATION

Texas Tech University, Lubbock, Texas — **Graduation Date:** *May 2027*
Bachelor of Science in Computer Science — **TTU GPA:** 3.9

EXPERIENCE

Health Safety & Environment, Bogota, Colombia — *May 2025 - July 2025*
Software Engineer Intern
- Automated a critical reporting process using Node.js/Express, reducing weekly manual reporting time by over 90% by parsing PDF data into formatted Excel reports
- Integrated the service with AWS S3 to programmatically retrieve input PDFs and store the resulting Excel reports
- Contributed to a production codebase in an agile environment using Git, daily stand-ups, and peer code reviews

PERSONAL PROJECTS

Full-Stack E-Commerce Platform (deployed, +20 real sales) — *December 2024 – May 2025*
MEAN stack · JWT · Role-based access · Orders · Cart · Deployment
- Built and deployed a production e-commerce app with role-based access and JWT authentication
- Designed a RESTful API for product/user CRUD, cart, and orders with auth middleware and input validation
- Implemented admin dashboard, and customer features (search, filters) backed by MongoDB with indexed queries
- Achieved 20+ completed sales on the live site; optimized frontend bundle and API caching to improve page load

Real-Time Multilingual Chat Platform — *September 2025*
MERN stack · Socket.io · AI Translation · Encryption
- Built production-ready real-time chat platform with AI translation, WebSocket communication, and message encryption
- Secured platform with AES-256-CBC encryption, achieved <100ms message delivery, and optimized for production deployment
- Designed RESTful API with JWT authentication, MongoDB integration, and Google Gemini AI for 12+ language support

Texas Tech Student–Professor Platform (CodePath Dev Team) — *May 2025 - Present*
Next.js · Node.js/Express · Socket/Realtime · Team project (TTU use-case)
- Built a full-stack web app to improve student–professor communication (live attendance, Q&A, interactive quizzes)
- Engineered the real-time Q&A and interactive quiz features using WebSockets to enable low-latency, bidirectional communication between students and professors

Reinforcement Learning Snake Game — *July 2025 – Present*
Python • PyTorch • NumPy • Reinforcement Learning
- Built a Deep Q-Learning (DQN) agent from scratch in PyTorch that learns to master the game of Snake
- Designed a compact 11-dimensional state vector to encode the game state for the agent's neural network
- Trained the agent to consistently outperform a random-action baseline, saving the best-performing model

LEADERSHIP & INVOLVEMENT

CodePath Student Organization — *January 2025 - Present*
Development Team
- Partnered with fellow student developers to build and deploy projects designed to enhance TTU's academic experience
- Participated in design reviews, agile sprints, and hackathons to deliver team projects

Society of Hispanic Professional Engineers — *August 2024 - Present*
Mentor
- Mentored freshmen/sophomore Computer Science students in DSA, OOP, and career planning
- Organized study nights and technical workshops to support peer learning

TECHNICAL SKILLS

- **Programming Languages**: Python, JavaScript / TypeScript, Java, C++, C, SQL (Basic)
- **Technologies:** AWS, Docker, Git, GitHub, CI/CD (GitHub Actions), MongoDB, Unit Testing, RESTful APIs, JWT Authentication, Linux, Postman, JSON, HTTP Requests, WebSockets
- **Frameworks & Libraries:** Node.js, Express.js, React, Next.js, Angular, PyTorch, NumPy, Mongoose, Scikit-Learn