

Johnny Casares

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Work Experience

Freelance Mobile App Developer

June 2022 – Present

- Implement features and enhancements based on user feedback and product owner requests
- Collaborate with product owner to translate requirements into technical specifications
- Utilize technologies such as Flutter and NoSQL databases to create robust cross platform apps

Teacher Assistant for Programming 1

May 2022 – Summer 2023

- Supported Programming 1 course for 140 students, primarily using Java
- Proctored and supervised exams, ensuring a fair and organized testing environment
- Evaluated assignments, offering constructive feedback to enhance problem-solving skills

UPE Ignite Remote Volunteer Teacher Internship, Team Lead

January 2021 – May 2021

- Managed the 3-person team by effectively communicating and distributing workload
- Used Google CS First Curriculum to introduce middle school students to programming
- Analyzed performance and interest of students to plan lessons for the following session

Miami-Dade County Public Schools, IT Intern

Summer 2018 and Summer 2019

- Assisted IT Technicians track, analyze, fix, and replace devices in 5 schools around Miami
- Set up and organized school settings for over 100 classrooms to ensure a smooth start

Education

Bachelor of Science in Computer Science

2020-2023

- Florida International University (FIU), Miami, FL
- Relevant Coursework: Machine Learning, AI, Statistics for CS, Operating Systems, Software Engineering, Mobile App Development, Human Computer Interaction, Systems Programming
- Involvement: UPE Ignite member, Google DSC member, Codepath member, Shellhacks (2021, 2022), Flutter Puzzle Hack 2022, and Women in CS member

Projects

What the Bird doing 🐦? (Python, APIs: eBird, XenoCanto, Google)

[\[GitHub\]](#) [\[Demo\]](#)

- Developed a user-friendly Streamlit web app that displays comprehensive bird data
- Integrated XenoCanto API for bird sounds and Google API for bird images
- Focused on adhering to Human-Computer Interaction (HCI) principles for a seamless interface

Valorant Match Outcome ML Model (Python, Power Automate)

[\[GitHub\]](#)

- Utilized web scraping to collect and evaluate data from 300+ matches
- Developed a K-Nearest Neighbor (KNN) ML model for accurate match outcome predictions
- High accuracy and F1-score make it applicable to game development, esports analytics, team management, and esports betting

My Team Manager (Flutter, Firebase)

[\[GitHub\]](#) [\[Demo\]](#)

- Ensured seamless user authentication and profile management with Flutter and Firebase
- Empowers soccer enthusiasts by offering a platform to create, organize, and construct teams
- Enhances team management, position selection, and team building processes

Skills

Technical: IDEs: Android Studio, IntelliJ, VS Code, PostgreSQL, GitHub

Languages: Dart (Flutter), Python, Java, C, SQL

Languages: Fluent in English and Spanish