Jeancarlos Perez

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SKILLS

Software Abilities

- AngularJS
- Assembly
- Bootstrap
- C
- C#
- C++
- CSS
- CentOS
- ExpressJS
- Firebase
- Git
- Go Lang
- GraphQL
- Groovy
- Hadoop
- Java
- JavaScript
- MongoDB
- NodeJS
- OS X
- PHP
- Python
- React
- Red Hat
- Spark

Hardware Knowledge

- Actel & Altera Boards
- Analog & Digital
- Arduino
- BeagleBone Black
- FPGA Design
- HDL (*Verilog & VHDL*)
- Raspberry Pi

Familiar IDEs & Solutions

- Atlassian
- Atom
- AutoCAD
- Bitbucket
- Chrome DevTools
- CLion
- Eclipse
- GitLab
- GoLand
- HAT
- IntelliJ IDEA
- Jenkins
- Jira
- Kali Linux
- MATLAB
- Metaspolit
- Multisim
- MySQL
- Photoshop
- PhpStorm
- PyCharm
- Qt 5 Creator
- Selenium
- Simulink
- SonarQube
- Tera Term
- VSCode
- Vivado 2017
- WebStorm
- WireShark & TShark
- Xilinx ISE

Team Skills

- Agile Methodologies
- Waterfall
- Scrum
- Comic Relief

MEMBERSHIPS

IEEE
SHPE
Eta Kappa Nu – Honor Society

LANGUAGES

English
Spanish

EDUCATION:

Master of Science in Computer Engineering — GPA: 3.2 / 4.0

University of Central Florida — Orlando FL — Graduated: December 2019

Areas of Focus: *Computer Systems and Very Large-Scale Integration (CS/VLSI)*

Relevant Coursework:

- Advance Computer Architecture (*MIPs*)
- Data Intensive Computing (*Scala*)
- FPGA Design (*Verilog/Xilinx ISE*)
- Communication Networks Architecture (*Python*)
- Wireless Security and Forensics (*Wireshark*)
- Parallel Computer Architecture (*Go Lang)*

Bachelor of Science in Computer Engineering — GPA: 3.3 / 4.0

Florida International University — Miami FL — Graduated: May 2016

Areas of Focus: *Computer Architecture, Microprocessor Design, and Embedded Systems.*

Relevant Coursework:

- Embedded Computing (*VHDL*)
- Embedded GUI (*C++*)
- Microcomputers II (*MIPS Assembly*)
- Programming Embedded Systems (*C*)

EMPLOYMENT HISTORY:

Bandit Gym: *Freelancing*

Miami, FL

Senior Lead Developer — ***June 2020 - Present***

- Working as a Senior Lead Developer on a small startup to bring a new user experience to the company's product.
- Aiding in bringing their current workout application from a Cordova Platform to a React-Native Solution.
- Leading and building a Scrum Team with Sprints and Epics to meet deadlines along with building and tracking issues using GitHub Projects.
- Developing a SPA using the MERN Stack to achieve a cross-platform solution between Mobile Application and Web Application.
- Using Firebase as the main deployment to store user data, authenticate users, and capture workout data.

Northrop Grumman: *Full Time*

Orlando, FL

Full-Stack Engineer 2: WSTARS — ***August 2020 – Present***

- Developing in a Scrum environment with Daily Stand-ups, issue tracking, and source control using Atlassian Tools Suite.
- Teaching the team how to efficiently get started with GraphQL using Java and how to create simple Queries and Mutations.
- Working on SATCOM technologies with other Northrop Grumman teams to provide feedback and test functionalities.

Full-Stack Engineer 2: ISRM SNA — ***May 2019 – August 2020***

- Developed in a Scrum environment with Daily Stand-ups, issue tracking, and source control using Atlassian Tools Suite; Jira, Confluence, BitBucket, and Stash.
- Built a Web GUI Tools Set Suite for the ISRM SNA program to provide support to the different tools.
- These Web GUI Tools were created with a Full-Stack Development approach which includes using C++ embedded with CivetWeb Server on the Backend. And using AngularJS, Bootstrap, and HTML for the Front-End GUI.
- The Web GUI utilized the Leaflet JS Library to plot and generate interactive Map GUI.
- Created Test Cases and ran tests using Jenkins in order to properly verify new releases.
- Reviewed pull-requests and peer reviews within the team to maintain and improve velocity and development results through the use of BitBucket, Crucible, and Fisheye.

C++ Software Engineer 2: MAF DMO — ***September 2018 – May 2019***

- Worked with C++ and Qt5 Creator to create filtering software for WireShark package capture files.
- Utilized SonarQube-Scanner to ensure quality code, track down issues, fix vulnerabilities, and manage team velocity.
- Worked closely with a small team to divide the Tickets and generate different tools for the MAF DMO.
- Built unit tests using Google Test Frameworks in Qt5 for a variety of kinematical filters.
- Developed in a Scrum environment with Daily Stand-ups, issue tracking, and source control using GitLab.

Cyber Software Engineer 2: CHORD IRAD — ***March 2018 – September 2018***

- Worked with the CHORD system to provide support and development on the architecture.
- Designed the CHORD Pipeline components in a virtual environment using RedHat.
- Managed task and feedback within a scrum environment. Using the Atlassian tool sets, Jira, Confluence, Crowd, BitBucket, and Stash. Daily Stand-Ups.
- Used a variety of tools such as Mobaxterm, PuTTY, IntelliJ IDEA, Git, Gradle, C++, Java, Bash, and more.

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EMPLOYMENT HISTORY:

Harris Corporation: ***Full Time***

Melbourne, FL

Systems Integration and Test Engineer 1: CSS-Wx ***May 2016 – Feb 2018***

- Cleared for a FAA Public Trust information and granted access to work on the CSS-Wx Program.
- Used Linux based server, tested many functionalities of the CSS-Wx system using VMs, TeraTerm, and Xming. As well as using the Atlassian tools such as JIRA, Bitbucket, and Confluence to track tasks and complete tests.
- Developed software using Java, Groovy, and C++ to use towards testing scripts and automating tasks.
- Used Jenkins as an automation testing platform to stress test and quality control scripts.
- Worked with the NEXRAD Weather Simulator and Servers in verifying their functionality and installation.
- Automated and updated the TWDR Simulator within the CSSWx system test environment.
- Used the Harris Automation Tool, created automated scripts using Java in order to automate, test, and sell off requirements for customers.
- Worked in a Scrum and Agile environment to create tasks, meet deadlines, complete sell offs, and organize work within the team every day.

ACADEMIC PROJECTS:

UCF – 3D Computer Vision

Single View Metrology with MATLAB ***Nov 2019 – Dec 2019***

- Learned how to create a 3D scene from a 2D image using MATLAB and the 3D computer vision libraries included.
- Created a MATLAB GUIDE GUI to take user inputs in order to generate a Single View Metrology.
- Based on the research by Criminisi, Reid, and Zisserman ICCV 99 titled “Single View Metrology.”
- Dealt with image acquisition from user, calculating vanishing points in a 2D space, allowed user to select reference points, and generated a texture mapping for the calculated 3D points.

UCF – Performance Analysis of Computer and Communication Systems

Advancements in Neural Networks with Real-World Applications in Business and Marketing ***Feb 2019 – May 2019***

- Researched how businesses apply different Deep Learning Techniques to their strategies and how they benefit from the technology.
- Looked into different Neural Network applications and created a few examples from existing open source code.
- Created a Convolutional Neural Network to categorize shopping images using TensorFlow Core, Fashion MNIST, TensorBoard, and Keras.
- Designed a Long-Short Term Memory Recurrent Neural Network (LSTM-RNN) to view and understand how LSTM-RNN could be used to train and predict stock prices.

UCF – Malware and Software Vulnerability Analysis

Deep Learning Applications in Cybersecurity ***Feb 2019 – March 2019***

- Research paper based on the evolving applications with Deep Learning currently available in the cyberspace.
- Explored different approaches into how fundamental applications within cybersecurity are changing due to the advancements of neural networks.
- Studied applications in Binary Analysis with Recurrent Neural Networks and how they’re disassembled to look for immediate patterns.
- Examined Neural Network uses with Intrusion Detection and Malware Classification to defend against malicious cyber network attacks

UCF – Data-Intensive Computing and Cloud Computing

Understanding the Fundamentals of Spark’s Applications: A Spark Supplemental ***April 2018 – May 2018***

- Explored the fundamentals of Spark’s built-in architecture and its uses for real world applications.
- Researched how Spark and Hadoop are used within their respected environment and how their frameworks are used for different tasks.
- Created hello world programs in both Spark and Hadoop to tackle big data problems such as look at very large set of data.
- Looked in-depth at Spark SQL and its libraries and how to integrate user-defined functions and process data sets.
- Studied Sparks Streaming application using Sparks Core API for scalable high throughput streaming processes for larger data sets.

FIU – Senior Design

First Integrated Response Environment (Lead Designer & Inventor) ***Aug 2015 – May 2016***

- Designed and invented a device to detect and track wild fires within deep wilderness areas prone to forest fires. Implemented code and designed the product using a microcontroller and small electrical components.
- With a team of 5 members, tested all aspects of the project, marketability, product constraints, and real-world implementations.
- Used Arduino microcontroller as the main processor for the device. Coded the product in C++.