Kenet Ortiz

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EDUCATION

University of Florida Gainesville, Fl
Bachelor of Science With a Major in Computer Science *December 2025*

EXPERIENCE

Stocker June 2019 – October 2021
Winn Dixie, SEG Groceries *Miami, FL*
- Stocked products and maintained inventory levels to ensure shelves were consistently filled.
- Received merchandise trucks and managed logistics, including organizing storage room space efficiently.
- Reorganized product aisles, improving space efficiency while considering the expected sales volume for each product.

Waiter January 2020 – March 2020
Gold Master's Servers Corp *Miami, FL*
- Provided waiter services for events, managing assigned tables and ensuring timely and attentive service.
- Assisted in the bartender section as a busboy, maintaining stock levels and ensuring the bar had all necessary products.
- Supported overall event operation by adapting to various service needs and maintaining a high level of customer satisfaction.

PROJECTS

Song Association Helper | *React, Next.js, Tailwind CSS, D3.js, Vercel* July 2024 – August 2024
- Developed a desktop-focused web app that allows users to search for songs containing a specific word, displaying results in a dynamically generated AVL tree with BFS and DFS algorithms for table views.
- Utilized a JSON file to store song data, which is processed and displayed in a user-friendly format.
- Deployed on Vercel, ensuring fast and reliable access with continuous integration and delivery.

To-Do List Web App | *React, Next.js, Firebase, React Calendar, Tailwind CSS, Vercel* April 2024 – May 2024
- Developed a user-friendly to-do list web app with Firebase Authentication for secure user management and real-time task updates, including date-based task management via React Calendar.
- Leveraged Firestore for seamless data storage and synchronization across devices, ensuring smooth performance.
- Deployed on Vercel for fast performance and continuous delivery, enhancing user experience across platforms.

Wordle Game | *React, Next.js, Firebase, Wordnik API, Tailwind CSS* March 2024 – April 2024
- Developed an interactive Wordle-inspired puzzle game with Firebase Authentication, real-time game state updates and score tracking via Firestore, providing dynamic word generation through the Wordnik API.
- Designed a responsive interface using Tailwind CSS and deployed on Vercel for smooth, cross-device performance and real-time updates.

Random Mail Gift Mod | *C#, SMAPI (Stardew Modding API)* January 2024 – February 2024
- Developed a mod for Stardew Valley that enhances gameplay by introducing a dynamic mail system, delivering random gifts to players based on their daily in-game luck.
- Utilized the SMAPI framework to integrate the mod seamlessly with Stardew Valley, enriching player interaction and engagement.

Arcade Game | *Java, JavaFX* April 2023 – May 2023
- Developed an arcade game where players avoid incoming cars, featuring local multiplayer with shared keyboard controls and a leaderboard system using local storage to track high scores.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, JavaScript, HTML/CSS, SQL/NoSQL
Frameworks: React, Next.js, Node.js, Windows Forms, SFML, SMAPI, Pygame, Java FX
Developer Tools: Git, Firebase Authentication & Firestore, Maven, VS Code, Visual Studio, PyCharm, CLion, Eclipse
Libraries: Tailwind CSS, Framer Motion, Type Animation, Wordnik API, D3.js, React Calendar, Pygame, SFML