

Leonardo Pariano

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Education

Bachelor of Science Degree in Computer Science

08/2020 – 12/2024

University of Central Florida

Orlando, United States

Relevant Coursework:

- Data Structures and Algorithms, Object-Oriented Programming, Introduction to Full Stack Development, Web Development, Systems Software, AI for Gaming

Professional Experience

Software Engineer Intern

Rekndle

- Developed RESTful Shopify APIs via command line to streamline inventory management and enhance product listings for refurbished phone sales.
- Authored custom command-line scripts for aggregating inventory from various sellers, enabling precise product selection for our e-commerce platform.
- Practiced continuous integration and continuous deployment principles by automating the filtering and posting process for desirable inventory items on the company website using script automation.

Projects

ASL Reader Project | Python, OpenCV, TensorFlow, MediaPipe

- Developed a real-time ASL interpreter using Python, TensorFlow, and OpenCV.
- Utilized YOLOv5 and MediaPipe for accurate gesture recognition, improving system responsiveness and reliability.
- Leveraged Roboflow for efficient dataset management and image annotation.
- Managed project version control with Git, boosting team collaboration and tracking.

AI Smart Cane | Linux, Python, ROS

- Used Python for sensor data processing, enabling environment interpretation.
- Employed ROS for intra-device communication
- Created an obstacle detection and avoidance system with feedback through haptic and audio cues.
- Implemented the A* algorithm for efficient pathfinding.

CodeKnights | Node.js, Express.js, JavaScript, MongoDB

- Created API endpoints for backend operations, including CRUD and authentication.
- Developed a dynamic, responsive frontend with real-time data and efficient state management.
- Utilized Git for version control and collaborative development.
- Implemented comprehensive testing to ensure code reliability and functionality.

Restaurant Management Simulator | Unity, C#, Plastic SCM, Rider

- Contributed to the development of a 2D restaurant game using C# and Unity game engine
- Designed and implemented player movements, including animations and physics.
- Utilized advanced AI techniques to design complex customer behaviors, including movement and decision-making.