

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

Projects

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

- Built multiple API endpoints to serve as the backend, handling CRUD operations and supporting middleware for authentication and error-handling.
- Developed a dynamic frontend that offers real-time data rendering, efficient state management, and a responsive user experience.
- Used Git for version control, ensuring a streamlined workflow and collaboration with multiple developers.
- Integrated dynamic search and filtering capabilities, enabling users to easily sort, categorize, and prioritize bugs.

Contact Manager | Linux, Apache, MySQL, PHP

- Utilized MySQL as the primary database system, adeptly handling complex relational data models required for nuanced contact management.
- Developed backend logic and API endpoints, integrating seamlessly with MySQL for robust data operations.
- Integrated dynamic search functionalities, allowing users to quickly find contacts based on multiple criteria.

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.

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.

Professional Experience

Software Engineer Researcher

Cornell University

- Contributed to a team at Cornell, developing a smart cane for visually impaired individuals
- Conducted research to understand challenges faced by visually impaired individuals