

NAIBYS ALZUGARAY

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EDUCATION

Florida Polytechnic University

Lakeland, FL

Bachelor of Science in **Computer Science**, Concentration in **Software Engineering**

Expected Graduation **May 2027**

Relevant Coursework: Database 1, Data Structures, Object oriented Programming, Computation and Problem Solving with Python, Intro to Computer Programming, Web Developing (HTML, JavaScript, CSS), System Administrations with Unix

SKILLS

Programming Languages: C, C++, C#, JavaScript, Java, HTML, CSS, Python, React, SQL

Framework: Pygame, PyTorch, SparkMLlib, Three.js, jQuery, Nodejs

Developer Tools: Visual Studio Code, Google Cloud, PyCharm, Git, GitHub, MySQL, Oracle VirtualBox, Oracle Live SQL, Microsoft Power BI, Jira, Asana, Slack, Notion, Unity Game Engine, Canva, Adobe Photoshop, Adobe Illustrator

EXPERIENCE

Web Developer / Designer | *Freelancer*

Remote | September 2022 – Present

- Developed 30+ responsive websites using **HTML, CSS, and JavaScript** to ensure optimal functionality and design across devices.
- Utilized tools such as **Adobe Creative applications for graphic design**, layout creation, and optimizing visual aspects of websites.
- Collaborated with 35+ clients to gather requirements, schedule meetings, and provide design mockups tailored to their vision.
- Maintained ongoing communication with clients to provide updates, ensuring timely delivery of completed websites.
- Implemented SEO best practices and web performance optimization techniques to improve website visibility and loading speed.
- Integrated third-party APIs and tools, such as **Google Analytics** and social media widgets, to enhance website functionality and track performance.

Electronic Arts "Get in The Game" STEAM Camp | *Participant*

Orlando, FL | July 2021

- Led a team of 4 students, coordinated task delegation, and ensured project milestones were met on time.
- Developed and launched a fully functional video game within 1 week, managing all stages from initial concept to final polish.
- Utilized **Visual Studio, C#, and Unity Game Engine** for game development, including scripting, asset integration, and testing.
- Fostered team collaboration and problem-solving skills while addressing technical challenges under tight deadlines.
- Conducted playtesting and gathered feedback to refine gameplay mechanics and improve user experience.

PROJECTS

Virtual Library | *HTML, CSS, JavaScript, Python, SQL, FastAPI, Axios*

- Developed a **Home Library Management System** enabling users to browse, search, and access detailed book information (ISBN, author, page count, publisher, etc.).
- Built a responsive frontend with **HTML, CSS, JavaScript, and React**, ensuring seamless user interactions.
- Integrated **FastAPI and SQL** in the backend to support efficient data handling and reliable CRUD operations for books.
- Implemented functionalities to allow adding, removing, and managing book entries while retaining user access features.
- Leveraged **Axios** for smooth API requests between frontend and backend, enhancing data retrieval and user experience.
- Optimized database queries and designed a scalable, user-friendly interface to support expanding libraries.

CERTIFICATIONS

Programming languages: Python (Certiport), Java (Certiport), HTML (CIW), CSS (CIW), JavaScript (CIW)

Adobe Creative Cloud (through Certiport): Photoshop, Illustrator, Dreamweaver

Microsoft Specialist (through Certiport): PowerPoint, Word, Excel, Access, Outlook

ORGANIZATIONS & LEADERSHIP

Society of Hispanic Professional Engineers | Marketing Director

Florida Polytechnic University

September 2023- Present

- Create 50+ flyers, posters, and other types of advertisements.
- Manage social media web pages like Instagram, Twitter, and Presence.
- Design comprehensive marketing strategies to create awareness of the organization.
- Submit the final advertisement draft in a timely manner.

Florida Polytechnic Esports | FloridaPoly Purple | Team Captain & In Game Leader

Florida Polytechnic University

September 2023- May 2024

- Schedule 20+ practice with other teams in a timely manner
- Organizing 10+ video-on-demand review sessions for the team.
- Make sure team members are doing well in every match.
- Lead 4 team members in-game (suggest what characters they should play and strategy to use depending on the game mode).
- Contact 15+ other universities for official matches.