

# Nicolas Perez

## Contact Information:

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Chicago, IL

**GitHub:** <https://github.com/NicolasAPerez> **Personal Website:** <https://nicolasaperez.github.io/>

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## Education:

1. Bachelor of Science - University of Florida | Major- Computer Science | Minor- Electrical Engineering
  - a. Cum Laude
  - b. Graduated May 2023
  - c. Phi Kappa Phi Honor Society Member
2. Associate of Arts – General Studies Gulf Coast State College | Graduated Aug 2020

## Hybrid Professional/Academic Project Experience:

1. UF IPPD Collaboration Project “Hacker Jeopardy Phase 3” – Collaborating Company: Raytheon
  - a. **Web Application Linked to a SQLite Database**
  - b. Worked with a Legacy Raytheon training web application. We were tasked to add more features and functionality ranging from the front-end and back-end. I complied and analyzed the back-end to create a document explaining each file and method. I worked alongside a team of 3 other students under the supervision of a senior employee from Raytheon.
  - c. Associated Technologies and Languages: CherryPy, Jinja2, Python, JS, SQLite 3, Bootstrap, jQuery, Chart.js

## Academic Project Experience:

1. LA Crime Web App
  - a. **Web Application Linked with a Remote Oracle Database**
  - b. Created a web application from the group up alongside a team of 3 other students. The objective of the project was to get and analyze an existing database in a web application format. My role in the project was to implement all of the back-end, connect the back-end to the Oracle Database, and implement JavaScript into the front end.
  - c. Associated Technologies and Languages: JS, Node.js, Express.js, Node-Oracledb, Oracle Database, SQL, Chart.JS
2. Spellbound Demo
  - a. **Unity Game built from the ground up.**
  - b. A unity game with the vast majority assets and scripting completed by me. The game is a puzzle platformer with a unique playstyle. The demo is in a playable state and can be found on my website playable through WebGL.
  - c. Associated Technologies and Languages: C#, Unity

## Skill Set:

1. Proficient Programming Languages/Frameworks:
  - a. 3 Years: Java
  - b. 2 Years: C++
  - c. 1 Year: C#, Assembly, Node.JS, Javascript, SQL, Python
2. Experience with Android Studio, Unity, working in a virtual environment, Agile Methodologies, Oracle Databases.