

Verald P Valcarcel

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Education

Bachelor of Science in Computer Engineering, CUNY City College of New York

Expected Graduation Date: December 2023

GPA: 2.9

Qualifications

Languages: C, C++, C#, Python, Java, Assembly Language, Matlab

Software: Unity Engine, Git, Microsoft Office Suite, Android Studio, GIMP, IntelliJ

Courses: Data Structures, Algorithms, Software design, Operating Systems, Electronics, Communication Theory, Electrical Circuits

Work Experience

Home Depot Associate

11220 Rockaway Blvd South Ozone Park, NY 11420

Aug 2021-Present

- Worked in customer service in several departments of the store. I would recommend the best product for customers based on their project and budget.
- Worked alongside fellow co-workers to maintain our respective department and help solve in store problems such as work hazards, shelf maintenance, and customer problems.

Academic and Personal Projects

16-bit X86 EMULATOR

- Built a 16-bit x86 emulator in **C++** that opens, reads, and executes a binary file compiled from x86 assembly language. It interprets the assembly language bit code and executes the operation.
- Implemented data structures such as arrays and stacks to replicate the CPU interaction with memory and registers.
- Implemented various virtual registers that x86 processors use and created functions that would update the register after an operation was done.

Android Rock Paper Scissors App

- Created a Rock Paper Scissors app using android studio and **Java** in a two-man team.
- Developed an effective UI that allows for a clear user experience and easy interaction.
- Created unit test for testing different features of the app to make sure that the code works as intended.

Jumpman Unity Game

- Created a doodle jump clone game using unity engine, the game was made for mobile devices.
- Used **C#** to create clean and functioning scripts for game objects.
- Used GIMP to edit game assets such as player models, game background, and platform design.

Website/Portfolio

<https://verald-valcarcel.netlify.app>