VERALD P. VALCARCEL

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An ambitious and driven Computer Engineering major seeking entry-level position to gain industry experience and contribute to a company. Highly proficient in C++, Dart, and Python is well-equipped to tackle complex coding tasks and real-world projects.

EDUCATION

B.E., Computer Engineering, The City College of New York, CUNY December 2023

RELEVANT COURSES

Data Structures, Algorithms, Software design, Operating Systems, Electronics, Communication Theory, Electrical Circuits, Software engineering, Microcontrollers, FPGA, Senior Design

QUALIFICATIONS

Languages: C (1 year), C# (6 months), Python (1.5 year), AL (1.5 years), Flutter/Dart (1 year), C++ (2 years), Java (1 year), JavaScript (6 months), MYSQL (3 months), VHDL/Verilog (6 months), HTML5 (6 months)
Software: Unity Engine, Git, Microsoft Office Suite, Android Studio, GIMP, IntelliJ, Linux, Google Services
Relevant Skills: Project Management, Communication**,** Team Player, Analytical, Client focused, Problem solver

ACADEMIC AND PERSONAL PROJECTS

Flutter NYC transit app, Spring 2023 – Fall 2023

- Created a mobile app using **Flutter/dart** for the UI and python **Flask** for the backend.
- Worked with live dynamic data from the **MTA API** to display train arrival and departure times.
- Used the **goggle maps API** to display a map with all NYC train lines and stations for user interaction.
- Utilized various data structures notably KD-Tree to get the nearest stations/trains to user location.

E-commerce Computer Parts Project, Spring 2023

- Created a computer parts website in a 3-man team using **Reactjs** as the frontend, **Nodejs** as the backend and **MySQL** as the database.
- Developed an effective UI that allows for a clear user experience and easy interaction.
- Created software specification documents to plan and track the development of the project.

Jumpman Unity Game, Summer 2022

- Created a doodle jump clone game using the 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.

WORK EXPERIENCE

Associate, Home Depot, Ozone Park, NY   **05/2021-present**

- Providing quality customer services to patrons at a high-volume location. Assisting customers with merchandise location and selection in the gardening and flooring departments.
- Teaming with co-workers to maintain department while ensuring all safety protocols are adhered to and shelves are stocked properly.
- Assisting in the training of new associates within the department.

WEBSITE PORTFOLIO

https://verald-valcarcel.netlify.app

AFFILIATIONS

Member, National Society for Black Engineers (NSBE), 2023-present