

# Ernesto Enriquez

## Education

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|---|---|---------------------|
| Ann Arbor, MI   | <b>University of Michigan</b>                 | Aug 2022 – Apr 2024 |
| <ul style="list-style-type: none"><li>Major: Computer Science</li></ul>   |   |                     |
| Miami, FL   | <b>Miami Dade College</b>                     | Aug 2020 – Apr 2022 |
| <ul style="list-style-type: none"><li>Major: Computer Science, AA (GPA: 4.0)</li><li>Programming coursework: Intro to C++ programming, java Programming</li></ul>                               |   |                     |
| Fort Gordon, GA   | <b>Fort Gordon Cyber Center of Excellence</b> | Jan 2020 – Aug 2020 |
| <ul style="list-style-type: none"><li>Field: Information Technology (GPA: 3.9)</li><li>Related Coursework: Networking, Security Fundamentals, Windows Hardware/Software Fundamentals.</li></ul> |   |                     |

## Employment

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| (Upcoming) Fullstack developer, Intern   | <b>Codepath/Workday</b> | June 2022 – Aug 2022 |
| <ul style="list-style-type: none"><li>Apply back-end database and user authentication tools such as SQL, Postgres, JWTs, NodeJS and ExpressJS to create a Flixter like movie application, an online store, and a productivity application.</li><li>Develop a react-based final capstone project alongside three other interns to solidify concepts related to web development accumulated over the prior five weeks.</li></ul> |                         |                      |
| IT specialist  | <b>US Army</b>          | July 2019 – Current  |
| <ul style="list-style-type: none"><li>Maintained, processed, and troubleshoot military computer systems and operations on local area networks (LANs)</li><li>Assist in the planning, configuration, and monitoring of wide area networks (WANs).</li></ul>   |                         |                      |

## Projects

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### Virtual Reality Quantum Bit Simulator

- Planned and constructed an interactable Bloch Sphere: a geometric representation of a two-level quantum mechanical system (qubit).
- Leveraged linear algebra topics to map gate-based matrix transformations to a simulated qubit through C# scripts within the Unity game engine.

### C++ Banking System

- Coded a simulated banking system to strengthen understanding of C++ concepts such as classes, file manipulation, pointers, and memory management.
- Implemented user authentication and fund transfer capabilities from one user to another.

## Skills

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### Programming:

- (Proficient) Python, C++, Java, JavaScript
- (Familiar) C, C#, SQL, HTML/CSS, Typescript

### Software:

- (Databases) MySQL, MongoDB, Google Firebase/Firestore
- (Platforms) AWS Lambda and CloudWatch, Linux