

Abby Gotay Almonte

Software Engineering Student

abby.041b@gmail.com

(787) 307-3031

I've been programming professionally for around five years, and am getting my bachelor's degree in Software Engineering.



Technical Skills

JavaScript 5 yrs HTML + CSS 5 yrs C 3 yrs C++ 2 yrs
Python 4 yrs Rust 3 yrs Java 2 yrs Swift 1 yr C# 1 yr

Education

University of Puerto Rico – Mayagüez (August 2023 - June 2028 Expected)

Bachelor's in Software Engineering

Relevant coursework: Intro to Programming (Google in residence), Fundamentals of Computing, Advanced Programming, Data Structures (ongoing)

University Gardens High School – San Juan (2019 - 2023)

Work Experience & Projects

Dr. Bair Soils Lab

Currently developing calculators and other tools for people who work with soils.

[<https://abby-1b.github.io/site/soils-test/>]

Spells

Developed a server to allow quick web prototyping using TypeScript, reducing prototyping time by compiling resources at request time. [<https://abby-1b.github.io/site/spells/>]

Rust TypeScript Compiler

A TypeScript compiler written in Rust, with a focus on speed, memory efficiency, and exposing its Abstract Syntax Tree (AST) for integration with external tools.

[<https://github.com/abby-1b/rstsc>]

Peek Game Engine

Developed a lightweight, customizable game engine focused on simplicity and ease of debugging. Used a node-based system inspired by Godot, with a strong emphasis on code-driven development. [<https://github.com/abby-1b/peek-game-engine>]

Python Tester

Saved fellow students and faculty hours of manual testing by proactively developing a test generator that compares baseline code to a given Python script without sending the baseline code directly. [<https://github.com/abby-1b/PythonTester>]