

## Education

**Florida State University - Tallahassee, FL**

**(Expected) Dec 2025**

Major: **Computer Science, B.S**

Relevant Coursework: **C#, Databases, Data Structs & Algorithms, Mobile Programming, Secure Computing**

## Technical Skills

Languages: **(proficient): C++, C#, C, Java (familiar): Python, HTML/CSS, JavaScript, SQL**

Tools & Frameworks: **Git, SQLite, Nginx, Flask, Gunicorn, Android Studio, Linode, RESTful APIs, GCP, AWS**

Operating Systems: **Linux (Ubuntu), Windows, macOS, Android**

## Project-Related Experience

**Personal Website:** <https://acortez1003.github.io> (for additional information and projects)

### Cluster-Based System Monitoring Dashboard

**March 2025 – April 2025**

*Python, Flask, Netdata API, SQLite, Gunicorn, Nginx, Linode, GitLab*

- Developed and deployed a secure real-time system monitoring dashboard using Flask, deployed on Linode with HTTPS via Nginx and Certbot.
- Configured Netdata API across a 5-user cluster to log CPU, memory, disk, and network metrics into a SQLite database at 10-minute intervals.
- Visualized real-time (updated every 10 seconds) metrics with dynamic line graphs powered by Chart.js.

### Real Estate Multiple Listing Service

**Sept 2024 – Dec 2024**

*XAMPP, MariaDB, PHP, SQL, HTML, CSS*

- Built a local web application for real estate listings, allowing users to explore and filter properties.
- Developed a custom SQL query interface, enabling dynamic table generation from user-defined queries.
- Designed pre-set data views with pre-generated content for quick access to listing information.

### Ascend: Path of No Return (Group Project)

**Sept 2024 – Dec 2024**

*Godot, GDScript*

- Developed a reusable interactable node, allowing dynamic item interactions that child nodes can override.
- Optimized scene transition logic by designing modular door nodes.

### eCommerce Web Application

**May 2024 – Aug 2024**

*C#, Virtual Studio Community, .NET MAUI*

- Developed an eCommerce application with inventory management and shopping cart functionality.
- Built and maintained CRUD operations while ensuring data integrity using MVVM architecture.

### Memory Game (Group Project)

**May 2024 – Aug 2024**

*Android Studio Jellyfish, Java, XML*

- Developed a mobile game featuring level progression tracking using Room Persistence Library
- Designed UI/UX with XML layouts for level selection and reset functionalities.

### Data Structures & Algorithms File Sorting Project

**Sept 2023 – Dec 2023**

*C++, Visual Studio Code*

- Optimized file sorting, reducing processing time to under 20 seconds for a 20-million-character dataset.
- Used a quicksort and hash table structure to efficiently track word, number, and character frequencies.

## Work Experience & Involvement

### Learning Assistant

**Aug 2023 – Present**

*Florida State University Mathematics Department – Tallahassee, FL*

- Assisting over 200 students in Pre-Calculus by supporting during lectures, improving comprehension.
- Lead lab sections and one-on-one tutoring, guiding students and enhancing quiz and test readiness.

### Marching Chiefs

**Aug 2022 – Present**

*Florida State University College of Music – Tallahassee, FL*

- Dedicating 10+ hours weekly to rehearsals, performances, and fostering school spirit in a 400+ ensemble.

### Summer Camp Counselor

**May 2023 – Aug 2023**

*The Salvation Army – Bradenton, FL*

- Supervised and guided 40+ campers, ensuring engagement during activities while maintaining safety.