

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, React, AWS**

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

Project-Related Experience

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

Sudoku Solver Web App (<https://sudoku-solver-acortez.vercel.app/>)

May 2025 – June 2025

React, JavaScript, CSS, Vite

- Built an interactive Sudoku Solver web app, featuring a custom puzzle generator and backtracking solver.
- Implemented real-time input validation and conflict detection based on Sudoku constraints.
- Designed a responsive UI with support for pencil marks, number pad, eraser, and cell highlighting.
- Developed a hint system to teach solving strategies like naked pairs and candidate elimination.

Cluster-Based System Monitoring Dashboard

March 2025 – April 2025

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

- Deployed a secure Flask-based dashboard on Linode, using Nginx reverse proxy and HTTPS via Certbot.
- Configured a metrics pipeline using Netdata API to collect cluster-wide CPU, memory, and disk usage every 10 minutes into SQLite.
- Visualized 10-second live updates using Chart.js, enabling users to monitor server health in real time.

Real Estate Multiple Listing Service

Sept 2024 – Dec 2024

XAMPP, MariaDB, PHP, SQL, HTML, CSS

- Develop a local full-stack web application to browse, search, and filter real estate listings by user criteria.
- Built a custom SQL query interface, enabling dynamic table generation from user-defined queries.

Ascend: Path of No Return (Group Project)

Sept 2024 – Dec 2024

Godot, GDScript

- Designed a reusable interactable base class enabling object interactions (items, doors, NPCs).
- Optimized scene transition logic by designing modular door nodes and applying them across all 4 levels.

eCommerce Web Application

May 2024 – Aug 2024

C#, Virtual Studio Community, .NET MAUI

- Built an inventory management and shopping cart system with full CRUD support and MVVM architecture.
- Integrated data validation and UI binding to maintain data integrity during live updates.

Memory Game (Group Project)

May 2024 – Aug 2024

Android Studio Jellyfish, Java, XML

- Created a mobile game with progressive difficulty and persistent level tracking using the Room Library.
- Designed user-friendly level selection, dark mode, and reset options through dynamic UI with XML layouts.

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.