

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**

Tools & Frameworks: **Git, SQL, Nginx, Flask, Gunicorn, Android Studio, Godot, Lynix, RESTful APIs, GCP, AWS**

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

Project-Related Experience

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

Gift Grouping App (In Progress)

March 2025 – Present

Java, Android Studio, Room Library, SQLite, RESTful APIs

- Developing an Android application that allows users to track and manage gift purchases efficiently.
- Implementing a relational database using Room Library and SQLite to store gift lists and purchase statuses.
- Integrating Amazon's RESTful API to suggest gift ideas based on user preferences.
- Designing the UI with XML layouts to ensure a seamless and intuitive user experience.

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.
- Established scene transition logic by creating modular door nodes with exported variables.

eCommerce Web Application

May 2024 – Aug 2024

C#, Virtual Studio Community, .NET MAUI

- Developed an eCommerce application support 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

- Supporting over 200 students in Pre-Calculus by leading labs and tutoring sessions.
- Providing structured problem-solving techniques to improve comprehension and performance.

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.