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ANGELO ESMERALDA

PROFESSIONAL EXPERIENCE POSITIONS

FULL STACK DEVELOPER – WE2LINK (MOST RECENT: 08/2023 – 05/2023)

- Migrated "Want2Remember" project from a react native mobile application to a react web application alongside with 20 other members.
- Utilized JavaScript, HTML/CSS, Firebase, React.JS, Git, GitHub, Slack, and Jira.
- Contributed my 5+ year coding experience in C#, Java, and C++ into this position writing 20,000 lines of code.
- Responsible for designing and developing front end interfaces of the application that has both purpose and style.
- Collaborated with an Agile development team using Jira for project management completing up to 5 tasks on a weekly basis.
- Demonstrated effective responsiveness through regular interactions on Slack and maintaining version control with Git/GitHub. Conducted weekly progress meetings and introspective meetings to enhance team efficiency.
- Orchestrated the creation of 2 professional presentations, collaborating with team members and delivering them to interested executives and philanthropists.
- Exhibited a profound understanding of the project's technology stack, producing comprehensive documentation that served as a valuable resource for the team and stakeholders.
- Used many microservices throughout the website that AWS has to offer to create a scalable and maintainable application.
- Took the opportunity to learn more about communication between customers and worker relationships and applied it to meeting customer satisfaction.

Education

University of California, Los Angeles

- Bachelor's Degree: Computer Science, California State University (08/2020 – 05/2023)
- GPA: 3.6

Skills

- Languages: C# (7 Years), Java (8 Years), JavaScript (5 Years), Python (5 Years), C++ (5 Years), PHP (4 Years)
- Databases: MySQL (6 Years), MongoDB (4 Years), Firebase (4 Years)
- Frameworks: .NET (5 Years), ASP.NET (5 Years), WPF (5 Years), Unity (6 Years), NextJS (5 Years), Angular (4 Years)
- Tools: Arduino (5 Years), Git (6 Years), GitHub (6 Years), Slack (6 Year), Jira (5 Year), Docker (5 Years), AWS (4 Years),
- Web Development: NodeJS (5 Years), ExpressJS (5 Years), Stateless (5 Years), Restful (5 Years), MVC Architecture (7 Years), React.JS (4 Years)
- Other: Object Oriented Programming (8 Years), Data Structures and Algorithms (5 Years), Discrete Math (5 Years)

PERSONAL PROJECTS AND EXPERIENCE

Action RPG RTS Game (11/2021 – Present) Documentation

- Developed a captivating dungeon crawler game using the Unity Game Engine and programming in C#, crafting an impressive codebase exceeding 70,000 lines.
- Implemented over 20 intricate systems, including Action RPG abilities, character customization, procedural map generation, inventory and item management, party group controls, advanced NPC behavior, and comprehensive accessibility options for sound and graphics customization.
- Employed optimization techniques, leveraging Unity's DOTS, ECS, and Job system, to iteratively refine the codebase for enhanced performance.
- Designed and implemented dozens of animations and animation controllers that complement the game's overall emersion.
- Took advantage of the observer design pattern all over the source code of the game to ensure that dynamic game objects don't run into any bugs.
- Created and designed complex API to make prompts and tooltips to be easily configured dynamically.

Personal Website – Full Stack (02/2022 – Present) Documentation

- Created a personal website using NextJS, React.JS, MongoDB, HTML/CSS, and ExpressJS that includes over 5,000 lines of code.
- Implemented CRUD functionality for more than 3 clusters in MongoDB.
- Integrated middleware throughout dozens of end points verifying data and authenticating users in the website's API.
- Applied authentication services to allow the client to send HTTP requests to interact with data in MondoDB within 10 different areas of the application.