

# Axel Aquino

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## Education

**B.S. Computer Science | May 2024 | University of Florida, Gainesville, FL** GPA: 3.65/4.0  
Certificate: A.I. Fundamentals and Applications  
Relevant coursework: Data Structures & Algorithms, Software Engineering, Database Systems I

**Associates in Arts | May 2021 | St. Petersburg College, Clearwater, FL** GPA: 4.0/4.0  
Relevant coursework: Calculus III, Physics II

## Work Experience

**Technology Consultant | August 2021 - Present | UF - Academic Technology Labs, Gainesville, FL**

- Monitored computer labs and worked alongside UF Information Technology.
- Assisted lab users with hardware and software problems using Academic Technology Learning Space resources.
- Maintained learning space hardware functionality as well as providing remote assistance through Privileged Access Management (BeyondTrust).

## Projects

- **Tiny Planet:** Collaborated on a climate change-focused video game designed to teach children about environmentally conscious practices (*Unity Game Engine, C#*)
  - Led the design and development of the deforestation and energy conservation mini-game.
  - Implemented a login system, leaderboard rankings, and a database to hold player info.
  - Utilized Unity Engine to implement game mechanics and design along with C# scripts to give functions to game objects.
- **Minesweeper:** Programmed an adaptation of the logic puzzle game "Minesweeper" (*C++, Simple and Fast Multimedia Library*)
  - Implemented using Simple and Fast Multimedia Library for visuals and UI.
  - Designed so that the player can randomize or choose a preset layout for the board.
  - Users win by revealing all the tiles that are not hidden with a bomb.
- **COVID-19 Analyst:** Developed a program that sorts and presents 2020 worldwide COVID-19 data from a CSV file across numerous countries (*C++*)
  - Utilizes algorithms merge sort and quick sort as well as displays their execution times.
  - Users can select countries and a time frame to view the top dates with the most deaths, cases, or death rates across the specified countries within the chosen time frame.

## Skills

- Programming Languages: Java, C++, Python, C#, JavaScript, Matlab
- Markup Languages: HTML, CSS
- Unity Game Engine
- Database Management: SQL
- Source and Version Control: Git, GitHub
- Simple and Fast Multimedia Library
- Agile/Scrum Methodology