Axel Aquino

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Education

University of Florida   Gainesville, FL
B.S. Computer Science, GPA: 3.55   Graduation Date: May 2024
Relevant Coursework: Software Engineering, Data Structures & Algorithms, Database Systems

Experience

Lockheed Martin, Space   Littleton, CO, Remote
Project Engineer Intern   May 2023 – August 2023
- Interned on the agile Technical Strategy team under Lockheed Martin Space IT & Digital Engagement.
- Designed the UI/UX and developed the front end of LM's Collaborative Data Environment that holds Lockheed Martin collaborations with small businesses and universities in the realm of digital transformation technologies (Figma, Angular & Typescript).
- Worked alongside engineers to build machine learning models to uncover anomalies on the Orion spacecraft (Python).

University of Florida - Academic Technology Labs   Gainesville, FL
Technology Consultant   August 2021 – Present
- 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 and provided remote support through Privileged Access Management (BeyondTrust).

Projects

- **Tiny Planet**: Collaborated on a climate change-focused video game made to teach children about environmentally conscious practices *(Unity Game Engine, C#)*
  - Led the design and development of the deforestation and energy conservation mini-games.
  - Implemented a login system and local leaderboard rankings.
  - Utilized Unity Engine to implement game mechanics and design along with C# scripts.
- **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.
  - Includes features such as debug mode, flag counter, and restart.
  - Designed so players can randomize or choose a preset layout for the board.
- **COVID-19 Analyst:** Developed a program that sorts and presents 2020 worldwide COVID-19 data from a CSV file across numerous countries *(C++)*
  - Runs algorithms merge sort and quick sort and 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

- Technical skills: Java, C++, Angular Framework, JavaScript/Typescript, HTML, CSS, Python, C#, Matlab, SQL
- UI/UX design: Figma
- Machine Learning & Data Analytics
- Operating Systems: Linux, Microsoft Windows, MacOS
- Game Engines: Unity Game Engine
- Source and Version Control: Git, GitHub, GitLab
- Unit Testing Framework: JUnit