Axel Aquino

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Education

University of Florida Gainesville, FL
B.S. Computer Science, GPA: 3.51 Graduation Date: May 2024
Relevant Coursework: Software Engineering, Data Structures & Algorithms, Database Systems, Business Analytics & AI

Experience

Lockheed Martin - Space Littleton, CO, Remote
Project Engineer Intern May 2023 – October 2023

- Interned on the agile Technical Strategy team under Lockheed Martin Space IT & Digital Engagement.
- Designed and developed the front end of Lockheed Martin Space's Collaborative Data Environment web application that held over 1,000 opportunities/engagements with small businesses and universities.
- Worked within a multidisciplinary team to integrate digital transformation processes and collaborated with partner organizations to identify emerging technologies.

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).

Skills

- Technical skills: Java, C++, Angular, JavaScript/Typescript, HTML5, CSS/Bootstrap, JUnit, Python, C#, Matlab
- Familiar skills: Express.js, MongoDB, Node.js, SQL, Postman, JIRA
- REST APIs
- UI/UX design: Figma
- Operating Systems: Linux, Microsoft Windows, MacOS
- Game Engines: Unity Game Engine
- Source and Version Control: Git, GitHub, GitLab

Projects

- **Tiny Planet**: Collaborated on a climate change-related video game focused on teaching 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 with local leaderboard rankings and a database.
  - Utilized Unity Engine to implement game mechanics and design along with C# scripts.
- **Custom Language Compiler:** (Java, JUnit)
  - Devised a Java-based compiler for a custom programming language that generates and manipulates images
  - Constructed lexical and syntactic analyzers with code translation into Java for 26 abstract syntax types
  - Conducted upwards of 350 unit tests using JUnit to ensure the reliability and functionality of the compiler
- **COVID-19 Analyst:** Developed a program that sorts and presents 2020 worldwide COVID-19 data across 213 countries *(C++)*
  - Reads over 53,000 data points from a CSV file containing raw worldwide COVID-19 data.
  - 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.