

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 – August 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 that holds Lockheed Martin collaborations with over 2,500 small businesses and universities in the realm of digital transformation technologies.
- Consumed REST API for backend data.
- Improved Technical Strategy Engagement website traffic by 12.4%

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, HTML, CSS/Bootstrap, Python, C#, Matlab, SQL
- REST APIs
- UI/UX design: Figma
- Operating Systems: Linux, Microsoft Windows, MacOS
- Game Engines: Unity Game Engine
- Source and Version Control: Git, GitHub, GitLab
- Unit Testing Framework: JUnit

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 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 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.