

Axel Aquino

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Education

B.S. COMPUTER SCIENCE | AUGUST 2021 - PRESENT | UNIVERSITY OF FLORIDA, GAINESVILLE, FL

- Certificate: A.I. Fundamentals and Applications
- Related coursework: Data Structures & Algorithms, Software Engineering, Database Systems I

ASSOCIATES IN ARTS | MAY 2021 | ST. PETERSBURG COLLEGE, CLEARWATER, FL

- Related coursework: Calculus III, Physics II

Experience

TECHNOLOGY CONSULTANT | UF - ACADEMIC TECHNOLOGY LABS | AUGUST 2021 - PRESENT

- Monitor computer labs.
- Assist lab users with hardware and software problems using AT Learning Space resources.
- Maintain learning space hardware functionality.

LIBRARY ASSISTANT | ST. PETERSBURG COLLEGE | AUGUST 2019 - JUNE 2021

- Handled check-in and check-out process of library books and materials at the circulation desk.
- Answered questions from patrons and helped to find desired materials.

Projects

- **Minesweeper:** An adaptation of the logic puzzle game "Minesweeper" made using C++ and SFML.
 - Players can place flags, view bombs, and apply various layouts to the board.
 - The player loses if they click on a tile with a bomb.
 - Win by revealing all the tiles and placing flags on the hidden tiles with bombs.
- **COVID-19 Analyst:** A C++ program that sorts 2020 worldwide COVID-19 data across numerous countries.
 - The program displays a list of available countries.
 - The user can select countries and a time frame to view the top dates with the most deaths, cases, or death rates across the specified countries.
 - The program sorts the data using merge sort and quicksort.
- **Pac-Man Bot:** A Pac-Man bot made in Java for the popular game "Pac-Man".
 - Bot's main objective is to stay alive for as long as possible.
 - Collects power pills, dodges attackers, and attacks defenders when they are vulnerable.

Skills

- Programming Languages: (*proficient*) Java, C++, (*familiar*) Python, C#, SQL
- (*familiar*) Unity Game Engine
- (*familiar*) HTML & CSS
- Source and Version Control: Git, GitHub
- (*familiar*) Simple and Fast Multimedia Library