

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 provided remote support 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-games.
 - 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.
- **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 that the player 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++*)
 - 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

- Technical skills: Java, C++, Python, C#, JavaScript, Matlab, HTML, CSS, SQL
- Operating Systems: Linux, Microsoft Windows, MacOS
- Unity Game Engine
- Microsoft Office products: Word, Excel, PowerPoint, et al.
- Source and Version Control: Git, GitHub
- Simple and Fast Multimedia Library
- Agile/Scrum Methodologies
- Unit Testing Framework: JUnit