

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 – Present

- 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 holds Lockheed Martin collaborations with over 1,000 opportunities/engagements with small businesses and universities in digital transformation technologies.
- Used technologies such as Angular, Typescript, Bootstrap, and Figma.
- Consumed REST API for backend data.

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++*)
 - 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