

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
- Related coursework: Data Structures & Algorithms, Software Engineering, Database Systems I

ASSOCIATES IN ARTS | MAY 2021 | ST. PETERSBURG COLLEGE, CLEARWATER, FL GPA: 4.0/4.0

- Related coursework: Calculus III, Physics II

Work Experience

TECHNOLOGY CONSULTANT | UNIVERSITY OF FLORIDA - ACADEMIC TECHNOLOGY LABS | AUGUST 2021 - PRESENT

- Monitor computer labs and assist UF Information Technology.
- Help lab users with hardware and software problems using AT Learning Space resources.
- Maintain learning space hardware functionality along with Privileged Access Management (BeyondTrust)

Projects

- **Minesweeper**: Developed an adaptation of the logic puzzle game "Minesweeper" (C++, 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.
- **Tiny Planet**: Collaborated on a climate change-focused video game designed to teach teens and kids about environmentally conscious practices (Unity Game Engine, C#)
 - There are three mini-games: water conservation, deforestation, and energy conservation.
 - Players' scores in mini-games will affect the overall game planet.
 - Login system and leaderboard rankings in the video game along with a database to hold player info.
- **COVID-19 Analyst**: Collaborated on a program that sorts 2020 worldwide COVID-19 data across numerous countries (C++)
 - 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.

Skills

- Programming Languages: (*proficient*) Java, C++, (*familiar*) Python, C#, JavaScript
- Markup Languages: HTML, CSS
- Database Management: SQL
- (*Proficient*) Unity Game Engine
- Source and Version Control: Git, GitHub
- (*familiar*) Simple and Fast Multimedia Library
- MATLAB
- Agile/Scrum Methodology