EMILIANO RAMIREZ

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SKILLS

Languages: Typescript/ Javascript, HTML, CSS, Python, C#, Java
Tools/ Technologies: ReactJS, Git/ Github, TailwindCSS, MongoDB, Unity, VSCode, Vite, Figma

EDUCATION

California State University, Northridge   Aug 2019 - Jun 2023 (Graduated)
B.S. Computer Science | GPA: 3.5
Award - CSUN App Jam 2023
   • Won 2nd place at my university's annual app jam and enhanced the functionality, user
     experience, and overall visual appeal of the official university mobile app

VOLUNTEER EXPERIENCE

Tutor - CSUN Coding Club   Feb 2021 - Jun 2022
   • Received positive feedback from students who reported significant advancements in their
     understanding and application of data structures and algorithms, leading to improved
     performance on their exams and assignments
   • By assisting computer science students of all skill levels, I actively engaged in continuous
     learning and teaching, resulting in a deeper understanding of core programming concepts

PROJECTS - github.com/emiram01

Trixdex.com - ReactJS | Typescript | TailwindCSS | Vite
   • Designed and developed an online database that indexes and catalogs information on the
     aliens featured throughout the Ben 10 series
   • Used MediaWiki's API to extract relevant data from the series' wiki page and display it in a
     visually pleasing and user-friendly interface
   • Utilized valuable user feedback to make iterative improvements and gain traction, helping
     the site reach hundreds of users
Multimedia Marks Automation - Python | MongoDB
   • Built an automation script using Python that automates 4 manual positions
   • Reads proprietary data from Baselight/ Flame machines to calculate filesystem
     locations of frames and exports to CSV/ XLS files with timecode and thumbnail preview
   • Requests are saved to a database and can be used for data analysis/ worker efficiency
Mech Island - Unity | C#
   • Designed and developed a mech-inspired first person shooter where I implemented an
     advanced enemy AI by crafting custom behavior scripts paired with navmesh agents which
     helped create challenging and immersive gameplay experiences
Employee Management System - Java | JavaFX
   • Worked within a Scrum team to create a simple, easy to use desktop application designed to
     track and manage an employee database
Minute Maze - Unity | C#
   • Created a procedural 3D maze simulator where mazes are randomly generated at runtime
   • Implemented a modified/ randomized version of Prim's algorithm which resulted in a
     greater variety of unique maze layouts

ADDITIONAL

Crew Member - McDonalds, Apr 2019 - Nov 2019 | **Bilingual -** English, Spanish