

# 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

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## 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
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## 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 varying skill levels, I was engaged in continuous learning and teaching, resulting in a deeper understanding of core programming concepts
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## PROJECTS - [github.com/emiram01](https://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
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## ADDITIONAL

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