

# EMILIANO RAMIREZ

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## SKILLS

**Languages:** Typescript/ Javascript, HTML, CSS, Python, C#, Java

**Tools/ Technologies:** ReactJS, Git/ Github, TailwindCSS, VSCode, Unity, Figma

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## EDUCATION

**California State University, Northridge**

Aug 2019 - May 2023

*BS in Computer Science, Graduated with Honors (Cum Laude)*

GPA: 3.5 | Dean's List

### 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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## EXPERIENCE

**Computer Science Tutor - Volunteer**

Feb 2021 - May 2022

*CSUN Coding Club*

- Assisted undergraduate computer science students of varying skill levels with their learning of both fundamental and advanced programming concepts
- 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

**Crew Member**

Apr 2019 - Nov 2019

*McDonald's*

- Handled inventory management, food preparation, and customer service
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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