

Emiliano Ramirez

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emilianoramirez.com

Skills

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

Tools/ Technologies: ReactJS, Tailwind, Vite, VScode, Git/ Github, MongoDB, Unity, Figma

Education

California State University of Northridge

B.S. Computer Science, August 2019 - June 2023 (Graduated)

GPA: 3.5

Projects - github.com/emiram01

Trixdex.com - ReactJS, Typescript, Tailwind | *Solo Project*

- Designed and developed an online database that indexes and catalogs information on the aliens featured in the Ben 10 series
- Used MediaWiki's API to extract relevant data from the series' wiki page

CSUN App Jam 2023 - *Solo Project*

- Won 2nd place at my university's annual app jam and enhanced the functionality, user experience, and overall visual appeal of our official university mobile app

Multimedia Marks Automation - Python, MongoDB | *Solo Project*

- 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# | *Solo Project*

- Designed and developed a mech-inspired first person shooter
- Implemented enemy AI using navmesh agents and custom behavior scripts

Employee Management System - Java, JavaFX | *Group Project*

- Created a simple, easy to use desktop application designed to track and manage an employee database

Tonchi - Unity, C# | *Solo Project*

- Designed and developed a 2D action platformer
- Integrated an A* pathfinding algorithm add-on for optimized enemy movement

Minute Maze - Unity, C# | *Solo Project*

- Created a procedural 3D maze simulator where mazes are randomly generated at runtime using Prim's algorithm
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Additional

Tutor | CSUN Coding Club, Feb 2021 - Jun 2022

Bilingual | English, Spanish

Crew Member

McDonalds, Apr 2019 - Nov 2019