Blaise Carrillo

Las Vegas | (702) 848-9839 | blaise.carrillo@gmail.com | Portfolio

EDUCATION

University of Nevada, Las Vegas Graduation Date: May 2025
Bachelor Of Science Computer Science

SKILLS

Languages: Python, C++, C, JavaScript
Engines: Unreal Engine
Platforms: Visual Studio Code, Intellij IDEA, XCode
Frameworks: React, Pandas, Numpy, Scikit-Learn, Matplotlib

WORK EXPERIENCE

Software Engineer Intern January 2025 - Present
Aero AI *Las Vegas, Nevada*

- Developed and optimized features in SiEGA, an Unreal Engine-based platform for the AECO industry, enhancing real-time visualization of drone maps while improving performance and stability through debugging, refactoring, and implementing new Unreal Engine capabilities
- Collaborated with engineers, architects, and designers to improve the SiEGA Viewer's UI/UX, streamline workflows, and ensure seamless interaction with 3D geospatial data, contributing to more intuitive model navigation and enhanced design communication
- Led daily stand-up meetings and sprint planning, contributing insights and updates on project progress and potential roadblocks

Software Developer Intern April 2024 - December 2024
Vision Buddy *Las Vegas, Nevada*

- Enhanced real-time tracking accuracy through rigorous coding efforts focused on gesture recognition algorithms; led refinements initiative resulting in over three distinct gestures recognized seamlessly during trial
- Streamlined the troubleshooting process for TV transmitter issues at an international manufacturing company, resolving over 3 issues and recommended preventive maintenance procedures
- Researched and evaluated over 8 technologies in VR and TV broadcast presenting findings to the team and contributing to discussions on future product development

TECHNICAL PROJECTS

Rebel Remind April 2025

- Collaborated with a team of 10 to develop *Rebel Remind*, a Chrome extension that centralizes notifications and reminders for UNLV students, enhancing student engagement
- Constructed modular, test-driven features for the UNLV event platform, increasing code maintainability by 40% and directly leading to identification of three critical bug fixes that refined platform stability

Autonomous Vehicle Path Planning and Obstacle Avoidance October 2024

- Engineered an advanced obstacle avoidance system that integrated real time LIDAR data processing, achieving a 25% reduction in collision incidents during autonomous vehicle testing, resulting in enhanced safety metrics for project evaluation
- Created an innovative system using the Pure Pursuit algorithm for precise waypoint tracking; refined tuning procedures resulting in a 30% increase in operational efficiency during testing phases on diverse terrain types

Miniature Chess in C++ October 2022

- Developed a miniature chess game in C++ that takes user input to facilitate piece movement and capture mechanics, providing an interactive and engaging gameplay experience
- Implemented core game logic and data structures in C++, gaining hands-on experience with pointers and memory management to ensure efficient game performance