# Czar Parreno

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## Education

University of Florida - Gainesville, FL 32611

- 2017- Present (Graduation Date - May 2021)
- Bachelor of Science in Computer Science with an Entrepreneurship Minor
- Major GPA: 4.00 | Benacquisto Scholar

*Relevant coursework: Programming Fundamentals I-II, Information and Database Systems, Software Engineering, Operating Systems, Computational Linear Algebra, Data Structures and Algorithms, Applications of Discrete Structures, Calculus I-III, Differential Equations.*

## Skills

C ▪ C++ ▪ C# ▪ JavaScript ▪ HTML/CSS ▪ Java ▪ Python ▪ NodeJS ▪ AngularJS ▪ VueJS ▪ Express ▪ AWS ▪ VDHL Docker ▪ QT ▪ OpenGL ▪ GIT ▪ Linux/Command Line ▪ SQL/SQLite ▪ Unity ▪ Photo Editing

## Experience

**University of Florida CISE Academic Tutoring Center** 2018 - (Present)

- Tutor undergraduate students on Data Structures and Algorithms and Software Engineering.

**Stream Monkey – SDE Intern** Summer 2020

- Developed backend API's and front-end elements for the Stream Monkey website.

## Projects

**App-builder API** – *NodeJS, VueJS, AWS*

- Constructed scripts for an automated app builder which pulled resources from a user feed, compiled the Android and RokuTV apps, and uploaded the build to an S3 bucket.
- Deployed the API using an Amazon ECS and task.
- Designed a UI for accessing the API inside an admin panel

**E-Commerce Web Scraper** – *NodeJS, ExpressJS, AngularJS, Bootstrap, CSS, HTML*

- Constructed a backend web server, with Nodejs, to continuously scrape data from Shoppy Ecommerce Ltd.
- Incorporated a front-end user interface, with Angular JS and Material Design, to organize and serve the data.

**GRIM (Game)** – *C#, Unity*

- Worked with team to create a multilevel game with a complete storyline, enemy AI, and final boss battle using the Unity 3D engine.
- Implemented player-environment interactions and coordinated level design to improve user experience.

**OpenGL Ray-tracer with GUI** – *C++, Qt, OpenGL*

- Designed an application capable of outputting raytraced images using various shading algorithms and different lighting effects.
- Created an interactive window which allows users to easily create new scenes and add different objects and lights with real time OpenGL rendering

**Mentor Matching Web-app** – *NodeJS, MongoDB, ExpressJS, AngularJS, MatrialJS, CSS, HTML*

- Contributed as a full-stack developer for a mentorship matching web application, focusing primarily on the front-end CSS styling with Material Design Lite and back-end Express routing

**Java Memory Manager** – *C, JAVA*

- Designed a dynamic memory manager capable of allocating and deallocating blocks of memory using Linux syscall.
- Linked the functions into an Android UI and tested on a virtual machine