

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 • Selenium • Express • AWS • VDHL Docker • QT • OpenGL • GIT • Linux/Command Line • SQL/SQLite • Unity • Photoshop

Experience

Stream Monkey – SDE Intern

Summer 2020

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

University of Florida CISE Academic Tutoring Center

2018 - Present

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

Vulcan Robotics LLC – Owner / Software Developer

2020 - Present

Build and maintain applications that focus on automating tasks over the Internet.

Projects

App-builder API – NodeJS, Docker, VueJS, Amazon Web Services

- Constructed scripts for an automated app builder capable of pulling resources from a user feed, compiling Android and RokuTV apps, and uploading build files to an S3 bucket.
- Deployed the Docker image of the API to the Amazon ECS and designed a UI for utilizing API inside an admin panel

Rhynio Raffle Bot – Python, Mongo, Qt, Selenium, 2captcha

- Analyze http data to figure out security features being implemented by the websites.
- Implement solutions to bypass the websites security.
- Designed the application interface being used by 40+ customers

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.

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, CSS, HTML, Google API

- Contributed as a full-stack developer for a mentorship matching web application, focusing on user experience, routing, and implementing Google Maps and login API.

C++ Memory Manager – C++, JAVA

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