Czar Parreno

(305) 495-8843 cparreno@ufl.edu https://c-zar.github.io

Education

University of Florida - Gainesville, FL 32611

- 2017- Present (Graduation Date - May 2021)
- Bachelor of Science in Computer Science with an Entrepreneurship Minor
- 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 ▪ Express ▪ VDHL ▪ QT ▪ OpenGL ▪ GIT ▪ Linux/Command Line ▪ SQL/SQLite ▪ Unity ▪ Photoshop

Experience

University of Florida CISE Academic Tutoring Center (Present)

- Tutor undergraduate students with Programming fundamentals, Data Structures and Algorithms, and Software Engineering.

2019 Global Game Jam

- Developed a C# game which implemented interactive environments, field of view mechanics, and behavior-tree based AI's in a team setting.

Broward College Physics Department

- Led a team of student peers in constructing and testing a 3D printer for the Physics Department.

Projects

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.
- Attached the functions to an Android UI and used a virtual machine to run the program.

Linux Syscall - *C*

- Implemented a kernel syscall for an arm64 based Linux system, which assigned processes a security level, and allowed processes to raise or lower the level of other processes.

Database Management Application – *C++, Qt, SQLite*

- Designed a user interface in Qt which allowed users to update and query a SQL database of flower species.