

# 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
- 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, Quartus, QT, OpenGL, GIT, Linux/Command Line, SQL/SQLite, Unity, Photoshop

## Experience & Involvement

University of Florida CISE Academic Tutoring Center (September 2019 – 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

Memory Manager

- Designed a dynamic memory manager capable of allocating and deallocating blocks of memory using Linux syscall.

Linux Syscall

- 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

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

OpenGL Raytracing GUI

- Utilized OpenGL with C++ to create 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

Mean Stack Web Application

- 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

E-Commerce Web Scraper

- 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.