# 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