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## Education

University of Florida | Gainesville FL  
Bachelor of Science in Computer Science  
Minor in Digital Arts and Science  
Aug 2018-March 2022

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## Skills Summary

- Languages: Rust, C#, Java, JavaScript, Python, HTML5, CSS3, C++, C, MATLAB
  - Environments: VS Code, Android Studio, Visual Studio, Eclipse, NetBeans
  - Front-End Web: ReactJS, Angular, .NET, ASP.NET, Django, VueJS, Flask
  - Back-End Web: NodeJS, Axum, Express, SQL, SQLite, Google Cloud, AWS
  - Tools: Git, GitHub, Blender, GNU Make, Figma, Debugging, Vim
  - Platforms: Linux (Ubuntu, Debian, Kali), Windows 11
  - Languages: English (Native) & Spanish (Fluent)
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## Projects

### Blender Polyhedral Splines

- Implemented complex mathematical algorithms involving Bezier Curves in Python using NumPy
- Integrated code with existing addon code, submitted bug reports for existing issues found during development

### Multiplayer Pong

- Live service multiplayer pong for 2-8 players implemented in godot using websockets
  - Handrolled multiplayer that utilizes interpolation, lag compensation, reconcilliation and prediction
  - Single web server able to handle thousands of concurrent individual games
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## Work Experience

### Technology Consultant July 2024 - November 2024 BG Integrative Studio

- Created system to track client applications to non-profit foundations
- Streamlined workflow with automation
- Made tracking process HIPPA compliant

### Junior Frontend Developer October 2022 - April 2024 Elfen Software

- Rapidly fixed critical bugs that delayed development
- Spearheaded automated end-to-end testing of web application
- Mastered underlying technology to assist peers with their issues
- Introduced componentization of complex code using User Controls
- Created documentation site for database using rust, actix, and HTMX