Julian Ubico

Education

University of Florida

August 2021 - May 2025

Bachelor of Science in Computer Science

Relevant Coursework: Programming Fundamentals I & II, Applications of Discrete Structures, Data Structures and Algorithm, Introduction to Software Engineering, Information and Database Systems, Computer Network Fundamentals, Operating Systems, Programming Language Concepts, Algorithm Abstraction and Design, Calculus I, II & III, Engineering Statistics.

Technical Skills

Programming Languages: Python, Java, C, C++, JavaScript/TypeScript (ReactJS, NodeJS), Go, SQL, HTML/CSS

System Administration: Linux (Ubuntu, CentOS), NGINX, Bash Scripting, Git, Docker, Kubernetes, Jenkins, GitHub Actions

Technologies: AWS (DynamoDB, EC2, S3, Lambda, RDS), Azure, Apache Spark, PyTorch, Scikit-learn, OpenCV, Jupyter, Flask

Languages: English (Fluent, Native), Spanish (Fluent)

Experience

Software Engineer

June 2024 – Present

Tech For Good Inc.

Remote — Boston, Massachusetts

 Reduced cloud costs by up to 30%, demonstrated through improved resource efficiency, achieved with the PyTorch library in Python for spot usage optimization.

• Improved real-time data synchronization, evidenced by handling 50,000+ daily requests with 99.9% uptime, utilizing Spring Boot in Java for API development.

 Upgraded system infrastructure by optimizing Kubernetes resource utilization, accomplished through scalable deployment designs.

Electric Vehicle Service Intern

June 2023 - August 2023

Tesla Motors

Miami Gardens, FL

- Diagnosed **Tesla** vehicles effectively, illustrated by successful high-voltage battery and drive unit replacements, executed with **Toolbox 3** and **Toolbox Proxy** tools.
- Isolated electrical faults precisely, validated by safe handling of 400 volt systems, achieved using Fluke high-voltage multimeters.

Projects

DirtCraft Modded Minecraft Network | Java, MySQL, NGINX, Jenkins, Linux

- Founded and managed DirtCraft, which achieved the #1 global ranking among modded Minecraft networks, by attracting over 200,000 unique players and generating over \$10,000 in monthly revenue through monetization strategies.
- Maintained 99.9% uptime, ensuring uninterrupted player access, by implementing CI/CD pipelines using Jenkins with GitHub webhooks, NGINX for load balancing, and custom Bash scripts for automated deployments, backups, and log analysis.
- Increased player retention by 50%, tracked through MySQL database analytics and user activity stats, enabled by Java-based plugins developed with SpongeAPI to enhance the gameplay experience.

Pharma Vision (ShellHacks 2024) | JavaScript, React, PyTorch, OpenCV, PostgreSQL

- Developed a healthcare software to streamline communication between doctors, pharmacists, and patients, demonstrated by seamless prescription tracking and management, built using **React** and **PostgreSQL**.
- Achieved 95% detection accuracy on real-time live video feeds, validated through testing on various medications, delivered with PyTorch and OpenCV in Python.

Full Stack Server Administration Panel | React, Express, Java, MySQL, WebSocket

- Pioneered a full-stack administration panel by leveraging React for interactive user interfaces, Express with Java for backend logic, and seamlessly integrating MySQL databases to manage and monitor multiple interconnected game servers.
- Enabled secure file transfers and streamlined server updates by implementing granular permissions, delivered through an integrated SFTP server.
- Improved overall server efficiency, quantified by an average **20-hour reduction** in weekly workload, accomplished by automating routine tasks and utilizing **WebSockets** for real-time monitoring.