

Carlos Aguilera

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[Linkedin](#) | [Github](#) | [Portfolio](#)

EXPERIENCE

Ethika Inc.

Junior Web Developer
CA

May 2022 – Present

Lake Forest,

- **State Management Migration:** Orchestrated a smooth transition from Vuex to Pinia, enhancing our state management solution for a better developer experience.
- **Image Storage Optimization:** Oversaw the migration away from storing blobs for images on our news page, resulting in a remarkable speed increase.

T-Mobile

Sales Manager
CA

Sep 2018 – Jan 2020

San Juan Capistrano,

- Knowledge of various telecommunications services such as voice, data, SMS, and MMS.
- Strong troubleshooting skills to diagnose and resolve network, device, or service-related issues.
- Leadership skills to motivate and manage a team of sales associates and support staff.

EDUCATION

Saddleback College Robotics

Robotics

Jul 2023 - Present

Mission Viejo, CA

- Our team is organized into five subsystems: Drive, Arm, Telecommunications, Science, and Autonomy.
- Student teams are tasked with designing and constructing Mars rovers intended to collaborate with astronauts during future missions to explore the Red Planet.

Saddleback College

Computer Science

August 2021 – Present

Mission Viejo, CA

- Proficiency in mathematics and strong problem-solving abilities for complex challenges in computer science and software development.
- Experience with agile methodologies and project management.

PROJECTS

El Andariego Truck

Food Truck Website

August 2022 - Present

San Juan Capistrano, CA

- **Declarative Rendering:** simplified UI updates based on application state
- Deep understanding of Virtual Dom
- State Management and Routing

Point of Sale System

C++

August 2022

San Juan Capistrano, CA

- **Manual Memory Allocation:** also implementing RAII principles
- **Move Semantics:** for resource optimization and efficient data transfer
- **Dynamic Polymorphism:** for flexibility and extensibility

Street Fighter

Java

Feb 2023 – Jun 2023

Mission Viejo, CA

- Implemented multithreading to handle concurrent gameplay actions, such as player moves and animations.
- Established a client-server architecture for players to connect over a network.
- Implemented data serialization for exchanging game state information between clients and the server.

TOOLS & TECHNOLOGIES

- **Programming Languages:** C++, JavaScript, HTML, PHP, CSS, Java, Python, Rust
- **Technologies:** MongoDB, Git, Linux, AWS, Bootstrap, Node, Vim, Tailwindcss, Vue, ROS2, Symfony, NAV2
- **Other Skills:** Work well in small or large teams, Leadership, Data Management, Communication, Documentation
- **Languages:** English (fluent), Spanish (native)