

# Carlos Aguilera

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## EXPERIENCE

### Ethika Inc.

May 2022 – Present

Junior Web Developer

Lake Forest, CA

- **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

Sep 2018 – Jan 2020

Sales Manager

San Juan Capistrano, CA

- 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 sales associates and support staff team.

## EDUCATION

### Saddleback College Robotics

Jul 2023 - Present

Programmer

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

August 2021 – Present

Computer Science

Mission Viejo, CA

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

## PROJECTS

### El Andariego Truck

August 2022 - Present

Vue, Laravel, MongoDB, Tailwindcss

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

August 2022

C++, Linux, Git

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

Feb 2023 – Jun 2023

Java, JavaFX, Multithreading, Networking

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)