Carlos Aguilera

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EDUCATION

California State University, Long Beach   Expected May 2026
B.S. Computer Science - 3.78 GPA   Long Beach, CA

EXPERIENCE

Full Stack Developer   May 2022 – Present
Ethika Inc. (Vue.js, Symfony, MongoDB, Bootstrap, AWS, Redis, Docker, GitHub Actions)   Lake Forest, CA
- **Optimized** Algolia search integration, **reducing API calls and search costs by 60%** while **improving response time by 60%** for a faster and more efficient user experience.
- **Improved page load times by 30%** by optimizing image storage and modernized our state management system. Integrated Klaviyo to handle email, SMS, and back-in-stock notifications, **boosting customer engagement by 26%**.
- Designed and launched a promotional video game that attracted **20,000 players** and hit **550,000+ total plays**, driving brand engagement in a fun, creative way.
- **Led** the creation of a music content management system to manage **500+ talent profiles**, track over **5,000 digital assets**, and provide useful **automated reports**.
- Enhanced SEO and web performance using **Google Lighthouse, improving page speed by 20%**, accessibility, and best practices scores by refining lazy loading, eliminating render-blocking resources, and enhancing structured metadata.

Software Developer   August 2022 – Present
Nexpa LLC (Vue.js, NestJS, MongoDB, Tailwind CSS, AWS, Google Analytics)   Lake Forest, CA
- Implemented a responsive food truck website with language switching **(i18n), Square online orders increasing revenue by 15%**, and automated email confirmations, while implementing cron jobs for menu updates and reusable UI components.
- Created and deployed a scalable restaurant website with custom **online ordering using Square Payments**, leveraging NestJS and REST APIs, establishing **CI/CD pipelines**, **reducing deployment time by 40%**, and improving system reliability.

Programmer   July 2023 – July 2024
Saddleback College Robotics Club (ROS2, Python, Rust, C++, Vue.js, Django)   Mission Viejo, CA
- Spearheaded the development of a website for the base station to monitor rover feedback, including **real-time camera feed integration**.
- Developed and managed an onboarding program to enhance new members understanding of **autonomous driving**, including **OpenCV and LIDAR sensor** usage.
- Experience with **agile methodologies**, including **leading sprint planning** and project management using **GitHub Projects**

PROJECTS

Scrum Master   February 2023 – June 2023
Street Fighter (Java, JavaFX, Multithreading, Networking, Agile Methodologies)   Mission Viejo, CA
- Implemented a **multithreaded rendering system** to maintain **60 FPS** during real-time gameplay.
- Tested over 16 simultaneous players over a network using a **client-server architecture** with data serialization.
- Maintained **thread safety** (zero race conditions in the final release) using locks and **volatile variables**, similar to backend concurrency control techniques.
- Completed 5 sprints under Scrum, delivering and **testing features bi-weekly**.

Programmer   August 2022 - August 2022
Point of Sale System (TUI, C++, Linux, Git, CMake)   San Juan Capistrano, CA
- Designed and executed a terminal-based **POS system** in under 2 weeks, featuring auto-complete and random UUID generation **without external libraries**.
- Applied advanced C++ techniques, including **RAII for memory safety**, move semantics, **reduced copy overhead by 18%** in heavy operations, and used built-in and **custom STL containers**.

TECHNICAL SKILLS

- **Programming Languages:** C++, JavaScript, PHP, Java, Python, Rust, TypeScript, SQL
- **Frameworks & Libraries:** Vue.js, Nuxt, React, Bootstrap, Tailwind CSS, Symfony, Django, NestJS, Node.js
- **Databases:** MongoDB, PostgreSQL, Redis, Supabase
- **DevOps & Tools:** AWS, Vercel, Docker, Railway, Git, Linux, Jira