Emiliano Huerta Caro

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EDUCATION

University of Texas at El Paso (UTEP) — **Major GPA: 4.0/4.0**

B.S. in Computer Science, Minor in Mathematics — *Expected Graduation: May 2027*

Honors and Awards: Academic Excellence Diploma 2023, College of Engineering Dean's List Fall 2023 - Spring 2024
Related Coursework: Data Structures & Algorithms, Digital Systems Design, Calculus, Discrete Mathematics, Probability & Statistics

SKILLS

- **Programming Languages:** Java, Python, JavaScript, C++, SQL, HTML, CSS
- **Web Development**: React.js, Node.js, Angular, Next.js, Bootstrap, Tailwind CSS
- **Software & Tools:** Android Studio, IntelliJ, PyCharm, Git

PROJECTS

Expense Tracker Website — *Sep 2024– October 2024*

- Collaborated on an **expense tracker app** using **React**, **JavaScript**, **HTML**, **CSS**, and **Firebase**, developing key features in a month-long project under the **SHPE MAES** mentorship program.
- Led **front-end** implementation with **HTML**, **CSS**, and **React**, enhancing **user experience** and improving graphical design for seamless interaction.
- Integrated **Firebase** for real-time **data storage** and **user authentication**, optimizing **security** and **functionality** in collaboration with team members.

Gacha Game — *Aug 2024 - Sep 2024*

- Built a Gacha game in **Java** using an object-oriented approach, organizing game logic and character attributes via classes like **GachaHero** and **GachaVillain**, while designing an interactive **Java Swing** GUI with real-time battle updates, intuitive menus, and character visuals to enhance user engagement.
- Developed a turn-based combat system with **critical hits** and **defense mechanics** for strategic gameplay, integrating **CSV-based data management** and **probability algorithms** for balanced character draws.

Wordle Game Replica — *Apr 2024– May 2024*

- Developed a **Wordle game replica** using **Java** and **Java Swing**, leveraging **object-oriented programming** to structure **game logic** and manage **user interactions**.
- Created a **GUI** featuring play, rule, and example options to enhance **user engagement**.
- Implemented dynamic **file handling** for **word list imports**, providing a challenging experience through **real-time feedback** and **color-coded hints**.

EXPERIENCE

Tecmilenio — **Ciudad Juárez, CHIH** *Aug 2022 – May 2023*

-Campus Events Leader

- Directed student activities, enhancing teamwork and personal development for 200+ students.
- Organized and executed large-scale events with 90%+ attendance, coordinating logistics, scheduling, and resources to create a seamless experience for students. Collaborated closely with faculty to align event themes and objectives with campus goals, ensuring activities were both engaging and educational.
- Strengthened team motivation and coordination, contributing to a 30% increase in event participation year-over-year.

-Workshop Assistant — Aug 2021 - Dec 2021

- Co-led sports workshops with professors, mentoring 50+ student-athletes using experience as a Pan-American champion.
- Designed and implemented advanced training sessions, improving participants' performance by 20% on key metrics.
- Created an inclusive, high-energy training environment, fostering growth and motivation among all participants.

ACTIVITIES

University of Texas at El Paso (UTEP)

- **Free and Open Source Software Club (FOSS)** — Member — *Fall 2024 – Present*
- **Google Developer Student Club (GDSC)** — Member — *Spring 2024 – Present*
- **Coding Interview Club (CIC)** — Member — *Fall 2024 – Present*
- **Association for Computing Machinery (ACM)** — Member — *Fall 2023 — Spring 2024*