FIDEL FLORES CÁCERES

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EDUCATION

Georgia Institute of Technology   **Atlanta, GA**

Bachelor of Science in Computational Media   Jan 2016 – Present

Concentrations in Game Design, Media, User Experience, and Intelligence

- Honors: Dean's List Spring '19
- Leadership and Activities: Society of Hispanic Professional Engineers, Hispanic Recruitment Team

University of West Georgia   **Carrollton, GA**

Pre-Engineering/Physics and Mathematics Major   Jan 2013 – Dec 2015

- Honors: HOPE Scholarship recipient, Dean's List, Regents Engineering Transfer Program (RETP), Multicultural Achievement Award
- Leadership and Activities: League of Legends Club – President, Physics and Engineering Club, International Club

WORK EXPERIENCE

Georgia Institute of Technology – School of Literature, Media, and Communication   **Atlanta, GA**

Junior Web Developer   Aug 2018 – Present

- Consult with faculty and students from Digital Media Master's Program and Expressive Machinery Lab to create, develop, and manage professional educational websites for research through WordPress

The Zagoria Law Firm, LLC   **Atlanta, GA**

Legal Administrative Assistant/Information Technology Specialist   Jan 2017 – Aug 2018

- Trained staff in services, diagnostics, and technical troubleshooting, engineered solutions for technical-related issues, and assisted in expanding online presence on Facebook using Facebook ads

Center for Inclusive Design and Innovation   **Atlanta, GA**

E-Text and MathML Production Assistant   Mar 2016 – Jan 2017

- Developed and designed accessible textbooks for college students with print-related disabilities and explored new ways to transform educational materials into accessible digital formats for all students

SOFTWARE & USER EXPERIENCE PROJECTS

- **BuzzFair CS** – Designed a web application solution for Georgia Tech's College of Computing to better facilitate the biannual career fair for staff, recruiters, and students by allowing for real-time edits to the information provided by companies. Tools used: React, Node.js, interviews, heuristic evaluations, prototyping, wireframes
- **ScribbleBoard** – Led team of four in exploring opportunities for the future of voice user experiences on college campuses through the iterative design process of researching, prototyping, testing, analyzing, and refining our idea of an intelligent smartboard that enhances the collaborative experience in conference rooms through the use of voice
- **Gameboy Development** – Devised a Gameboy game programmed in C. Designed, wrote, and debugged code to perform operations efficiently to develop a playable state machine game
- **BuzzTracker** – Developed a large-scale Android application on a team of five to aid non-profit organizations in Atlanta in tracking donations and distributions. Focused on the frontend development of application and designed UI flow diagrams and wireframes. Tools used: Android Studio, Github, Zenhub, Firebase

SKILLS & INTERESTS

- **Foreign Languages**: Fluent in Spanish, Intermediate in French
- **Software Development**: Java, Python, Command Line, Git, C/C#, Visual Studio Code
- **Web Development**: HTML, CSS, JavaScript, React, NodeJS, npm
- **Design Tools**: Adobe Photoshop, Adobe Illustrator, Adobe XD, Adobe Premier, Unity
- **Methodologies:** Agile Software Development, SCRUM, Object-Oriented Programming, Research (Ethnographic, In-the-Wild, Interviews, Usability Testing, Surveys, Card Sorts), Wireframing, Storyboards, User and System Personas
- **Hackathons**: HackFSU '18, HackGT '19