Flornaldine Pierre

fpierre1202@eagle.fgcu.edu | 239-603-5139

Education

Florida Gulf Coast University

May 2020 (expected)

Bachelor of Science in Software Engineering

- President's List Spring 2016
- Dean's list Spring 2018
- Cumulative GPA: 3.6

Undergraduate Coursework: Software Engineering Fundamentals, Software Specifications, Data Structures and Algorithms, Data Engineering

Work Experience

Florida Gulf Coast University

Fort Myers, Florida

Undergraduate Research Assistant

October 2018 - Present

- Assisted Professor in developing Virtual Reality games to study the advantages of learning Computer Science subjects in immersive Virtual Reality environments.
- Developed literature review on Virtual Reality based Computer Science education.

Twothpicks Gourmet Products

Bonita Springs, Florida

Web Developer intern

October 2018 - March 2019

- Collaborated with company manager to plan website design and development for product distribution company.
- Individually designed and developed website using HTML, CSS, and JavaScript.

Florida Gulf Coast University Campus Recreation

Fort Myers, Florida

Graphic Designer

January 2017 - May 2018

• Collaborated with clients to deliver designs and concepts for Campus Recreation flyers, banners, graphics, and logos for sports clubs and campus activities.

Projects

Hotel Search Program

Java application that allows users to search for hotels using JxMaps API and place reservations with a
database made with Apache Derby.

Technical Skills

Java	C++	JavaScript	HTML	Adobe Illustrator	SQLITE	Typography
SQL	Python	C#	CSS	Adobe Photoshop	UX/UI design	