Ghiasy Alexandre

Ghiasy.alex321@gmail.com | (954)203-1717 | Linkedin | Github | **Location:** Orlando, FL

EDUCATION

Florida International University   **Aug 2018 – Dec 2023**
Bachelor of Computer Science.
Relevant Coursework: Data Structures and Algorithms I & II, Database Systems, Operating Systems, Security in Computing, Secure Software Development, Computer Graphics, Web Design, Object Oriented Software Design, Parallel Programming.

TECHNICAL SKILLS

Programming Languages
- C, C#, Java, Python, Javascript, HTML, CSS, C++, PHP, SQL.

Technologies
- Git, Unity, Linux, AJAX, JSON, Agile, Jira, React, VR, .NET, VS, LinQ, MatLab, Microsoft.

WORK EXPERIENCES

University of Central Florida – Lockheed Martin / CWEP Intern   **July 2021 – March 2022**
- Collaborate with different teams applying Agile methodologies to complete sprint deadlines.
- Troubleshoot software bugs and design new features for the production branch.

University of Central Florida – Event Services   **Sept 2019 – June 2021**
- Client interaction/satisfaction and solving technical and objective problems.
- Directed team towards event setup specifications and created an optimal environment for special events.

PROJECT

VRon (Unity - VR / C#)   **March 2022 – Present**
- A *Mario Kart* like VR game experience where users race on Tron like skateboards.

Quantum VR Tutorial (Unity - VR / C#)   **Aug 2021 – Apr 2022**
- Produce an educational visualization of Quantum principles within Virtual Reality.
- Collaborate in a team to accomplish the given sponsor's project requirements.

Price Review (HTML / CSS / JS / PHP)   www.pricereview.cf   Github   Feb 2021 – Apr 2021
- Created a product review website where users can see or post reviews and view other users.
- Implemented user sign-up/login system, product reviewing, profanity filter, review abuse reporting, and frontend administrator controls.

PoP (Unity – C#)   play.unity.com/u/ghiasy-alex321   Github   Apr 2020 – Dec 2020
- Designed a randomly generated 2D *Zelda* like action dungeon crawler with Unity.
- Utilized problem solving to resolve the order of execution, performance optimization, object collision physics, time constraints, and data save serialization.

SimpleC Compiler (C)   **Github   Aug 2019 – Dec 2019**
- Constructed a simplistic version of C called SimpleC, implementing a text parser to identify keywords, identifiers, variables, and function calls.
- Converted the SimpleC language to *LLVM IR* notation to be compiled by *clang*.

Survive the Disaster (Unity – C#)   **Oct 2019**
- Led a team without prior knowledge of C# to develop a game in Unity to place top 5 against 18 teams for the JP Morgan Disaster Challenge by educating users on natural disaster safety.