Michael Ramirez

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Skills

- C++
- STL
- Algorithms
- Data Structures

Education

B.Eng. in Computer Engineering, Institute C (2016-2020)

Projects

- Game Development: Collaborated on a 2D platformer using Unity.
- VR Prototype: Created a VR simulation for training environments.

Experience

- Full Stack Developer at TechCorp (2019-Present): Developed end-to-end features using MERN stack.