

Julio Paniagua

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EDUCATION

University of North Carolina at Charlotte **May 2021**

-*Bachelor of Science in Computer Science*

Organizations: *Society of Hispanic Professional Engineers*
Hispanic College Awareness Program
Latin American Student Organization

PROJECTS

Crumble iOS App – Early Stages

- Developing an app where users can log/rate restaurants visited and share food recommendations.
- Coding in Swift Language using Xcode IDE.
- Using version control to commit, push, and pull requests.
- Agile.

Wag Android App

- Developed a mobile application to help users adopt a pet from a local shelter and keep track of their pet's health.
- Coded in Java & Kotlin using Android Studio IDE.
- Used version control to commit, push, and pull requests.
- Agile.

Gym Membership System

- Developed an application that helps keep track of gym members, payments, enrollments, and membership status.
- Coded in Java using NetBeans IDE (eventually migrated to Android Studio IDE).
- Learned to design and create classes using Object Oriented Programming (OOP).

Amador's Business Website

- Designed and developed website for a local event rental business.
- Coded in HTML5, CSS, & JavaScript.
- Worked with WebStorm IDE and FileZilla to update website.

WORK EXPERIENCE

Retail Sales Associate: T-Mobile - Charlotte, NC

- Recommended, selected, and located devices based on each customers' wants and needs.
- Described devices and explained the use of mobile phones and plans to English and Spanish-speaking customers.
- Helped co-workers during busy hours to facilitate customers' experience and time.