**PROFESSIONAL SKILLS**

C++ | C | C# | Python | Java | R | x86-64 ASM | Bash | HTML | CSS | JavaScript | PHP | Git | Jira | Confluence | Unreal Engine | Unity 2D | Pygame | SFML | Game Development | Agile | OOP | ADUC | RDP | MySQL | Bootstrap | Ubuntu | Frontend | Backend | Full-Stack | Bilingual in English and Spanish

**PROFESSIONAL EXPERIENCE**

**Mid Field Service Engineer GovCio** Los Angeles, CA02/2022 – Current

* Experience troubleshooting Windows and Apple Macintosh software, hardware and networking .
* High degree of technical proficiency, excellent problem-solving skills and analytical abilities to assist the users at the Department of Homeland Security - USCIS.
* Provide Tier 2 Administrative support via ADUC and RDP.
* Train employees, identify, analyze, and repair product failures, order and replace parts as needed.
* Install, troubleshoot, and maintain an extensive variety of products and equipment.

**Full Stack Web Developer Intern NTERSOL** Irvine, CA 10/2022 – 05/2023

* Front-end development using HTML5, CSS3 and JavaScript to create emailing templates and user interface for emailing notification system.
* Back-end development using MySQL Workbench and PHP scripting language to store recipient data, email template options and a log of sent emails while maintaining data security.
* Agile development with GitHub, Jira and Confluence integration for project management.

**Assistant Manager Chipotle Mexican Grill** Chino Hills, CA 05/2017 – 12/2021

* Managed Chipotles Mexican Grill day to day operations of restaurant business, including front and back of house to achieve annual sales and cash flow plans.

**PROJECTS**

**Emailing Notification System** 10/2022 – 05/2023

* Assisted NTERSOL in creating an emailing notification system via full-stack web development and agile methodologies. Integrated using HTML5, CSS3, JavaScript, MySQL and PHP.

**Assembly x86-64** 01/2023 – 05/2023

* Compilation of projects using assembly, C/C++, and Bash to create multiple hybrid programs that are managed in assembly and use libraries from C/C++.

**Space Invaders** 09/2022 – 10/2022

* Reproduction of classic Space Invaders game via Python – Pygame library and object-oriented programming design.

**EDUCATION**

**B.S in Computer Science** California State University Fullerton, CA June 2023

**A.A in Engineering and Technology** Pasadena City College, CA Dec 2021