CARLOS MIRANDA

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PROFESSIONAL SUMMARY

Current computer science student willing to learn more about software development. Most adept at object-oriented programming, particularly, Java and C++. An innovative, collaborative computer enthusiast who is curious and desires to be a part of a group that builds productive applications and delivers appropriate technology solutions for desktop and mobile products. General knowledge of platform development, enterprise architecture, cloud infrastructure, agile methodologies, and SQL services. Contains a unique mix of high-level technology direction and wide technical expertise.

EMPLOYMENT HISTORY

Jul. 2018 – Present
Oceanside, California

Intel/Sony Sales, ActionLink LLC

Main responsibilities of the role:

- Explain product use cases, and justify the value of products.
- Answer questions about product features and benefits.
- Document user and physical problems of the product to the team.
- Attend nationwide meetings to discuss solutions to overcome the problems of the product.

The job prepares me to communicate with customers to understand their concerns, many of which consist of: difficulty using the product, clunky interface, missing features, and bugs with the system. As a developer myself, it has motivated me to create more user-friendly easy-to-use programs. I choose to keep these common problems a top priority for my side projects to minimalize the difficulties for the users and my team.

Jun. 2021 – Aug. 2021
Remote

Cloud Engineer Internship, Oracle

During the course of three months I learned and gathered:

- Experience with container-based deployments using Docker and working with Docker images.
- Maintaining and deploying Docker container clusters managed by Kubernetes pods.

- More in-depth knowledge in Linux commands and execution.
- Creating my own Helm automation chart to deploy automatic Kubernetes objects.
- Mastering YAML/JSON template manipulation.
- Working alongside a full cloud engineering team, and gaining experience in communication skills regarding troubleshooting and meeting deadlines.

Sep. 2019 – Jun. 2021
Remote

Upwork, Software Developer Freelancer

My first jump into software-related career experience started in freelancing. I accepted two plugin offers in the last 2 years that helped me build skills in:

- Store, retrieve, and manipulate data for analysis for system capabilities and requirements. Examples: export to spreadsheets, graphs, and heatmaps.
- Monitor equipment to ensure the system operates without performance hits.
- Develop or direct software system testing or validation procedures.
- Design or develop software systems, using scientific analysis and mathematical models to predict and measure outcomes and consequences of design.
- Supervise and assign work to programmers and designers.
- Publish custom-made plugins in a game server for a 50-100 player base community.

EDUCATION

Present

Bachelor of Science: Computer Science

- University of California, Riverside - Riverside, California

May. 2020

Associate of Arts: Computer Science

- MiraCosta College - Oceanside, California

SKILLS

YAML/JSON	*Expert*	HTML/Javascript/CSS	*Experienced*
Bilingual (English/Spanish)	*Expert*	SQL	*Experienced*

Helm Automation	*Experienced*	Java	*Expert*
Kubernetes/Docker	*Experienced*	C++	*Expert*

SIDE PROJECTS

The projects that I have worked on for the past 6 years have all attributed to my experience.

My most recent project, LostShard, is a collaboration between freelancers. Using Minecraft as a foundation, we built a framework and a plugin that modified the game to include more features. The features are what made the server a hit once released and there are several YouTube videos that showcase the general facts and key details of the game. MySQL was used to keep storage easy to access and modify. I was the Lead Developer and kept up with deadlines while preserving the integrity of the game. I delivered presentations about the most efficient method of approaching projects. The role was difficult, definitely challenging, but that's what fueled the thrill to continue. We are delighted to see it now released and receiving frequent updates.

YouTube showcases: https://www.youtube.com/channel/UCE0EW5M4FXWo79aiJ3TDfhQ

One of my most thorough projects utilized Unreal Engine 4, I used the engine to simulate evolution. It demonstrated how time and predators made animals lose and gain traits. It was shown in Biology class and received the highest score.

I am currently managing the design of a new game exercising the Unreal Engine. My friends and I have different backgrounds but together: modeling, sound design, and my programming knowledge can make something creative and unique that we hope can make a worthwhile experience for anybody who plays it.

For an extensive list of my projects (and the ones I've listed) visit: https://github.com/kotooriiii. For any questions, don't hesitate to ask me.