Carlos Miranda

Software Engineer

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Dedicated and accomplished Computer Science graduate with a strong foundation in software development and a year of hands-on experience at Oracle, a global technology leader. Proven ability to design, develop, and optimize software solutions, coupled with a deep understanding of programming languages, algorithms, and data structures. Adept at collaborating within cross-functional teams to deliver high-quality products and contribute to project success. Eager to leverage technical expertise, innovative mindset, and real-world experience to drive excellence in software engineering.

Key Skills

● ● ● ● ●
SQL

● ● ● ● ○
HTML/Javascript/CSS

● ● ● ● ●
Bilingual (English/Spanish)

● ● ● ● ●
YAML/JSON

● ● ● ● ●
Java/C++

● ● ● ● ○
Kubernetes/Docker

● ● ● ● ●
Postman/REST API

Professional Experience

● **Software Engineer**

Oracle | July 2022 - Present

- Worked closely with quality assurance team to identify and resolve software defects, ensuring the delivery of high-quality, bug-free software to clients.

- Contributed to code reviews, providing constructive feedback, and ensuring adherence to coding standards and best practices.

- Implemented automated testing procedures, expanding testing coverage within the development pipeline and reducing manual testing efforts by at least 40%, ensuring robust code quality and accelerating release cycles.

- Investigated database query performance and devised a comprehensive plan to reduce database calls. Optimized existing queries, leading to a 30% reduction in query execution time and improved overall system performance.

- Monitored application and database processing time, utilizing insightful reports to identify performance bottlenecks. Implemented targeted optimizations, resulting in a 25% reduction in overall application response time.

- Successfully expanded our public REST API by adding new endpoints, facilitating the seamless transition from a desktop client to a web client, thereby enhancing user accessibility and experience.

- Applied customer feedback gained from direct communication with the customer and from previous experience as a Sales Specialist, translating customer problems into actionable software enhancements that directly address user needs and preferences.

Technologies Used: Java, Apache Maven, Apache Ant, Git/GitLab, Oracle SQL Developer, Visual VM, Putty, FileZilla, Postman, Wireshark, Oracle VirtualBox, Unix

● **Intel/Sony Sales**

ActionLink LLC | February 2020 - July 2022

As a Sales Specialist, I was responsible for deeply understanding the intricate features and benefits of our software products, ensuring I could effectively communicate their value to potential clients. My role demanded a comprehensive understanding of the technical aspects of the software, its functionality, and how it could address specific client needs.

● **Game Programmer**

LostShard | February 2020 - June 2022

- Monitored equipment to ensure the system operates without performance hits

- Designed software systems, using scientific analysis and mathematical models to predict and measure outcomes and consequences of design.

- Supervised and assigned work to programmers and designers.

- Created and optimized Java plugins that introduced innovative gameplay mechanics, enhancing player engagement and retention.

Technologies Used: Java, Bukkit API, Spigot API, Minecraft Server Architecture, Git, IntelliJ IDEA

● **Cloud Engineer**

Oracle | June 2021 - August 2021

- Collaborated with the Cloud Engineering team to design, implement, and manage cloud solutions for clients using Oracle Cloud Infrastructure (OCI).
- Maintained and deployed Docker container clusters managed by Kubernetes pods. Including creating my own Helm automation chart to deploy automatic Kubernetes objects.
- Assisted in the migration of on-premises applications to OCI, optimizing performance and scalability while ensuring high availability and security.
- Documented technical processes, procedures, and best practices, facilitating knowledge sharing within the team and ensuring consistency in operations.

Technologies Used: Apache Ant, Git/GitLab, Visual VM, Putty, FileZilla, Unix, Kubernetes, Helm Automation Chart, Docker

Education

- Bachelor of Science in Computer Science

  University of California, Riverside, Riverside, CA January 2020 - May 2022

References

- John Norrie

  (Oracle Manager) | July 2022 - December 2023

- Nicholas Bellew

  (Oracle Coworker) | July 2022 - December 2023

Side Projects

- My most recent project, TimeWarp, utilized Unreal Engine 4 to create a thrilling hair-raising stealth game. In this game, there are AI-driven guards that monitor an area and continue to learn the player's patterns. My friends and I combined our best skills including modeling, sound design, and my programming knowledge to make something creative and unique that we hope can make a worthwhile experience for anybody who plays it.

  One of my most thorough projects, LostShard, is a collaboration between freelancers. Using Minecraft as a foundation, we built a framework and a plugin that modified the game to add more features. I was a Senior Developer and managed deadlines while preserving the integrity of the game. I facilitated internal team presentations to keep the game fresh and responsive. The server has unfortunately shut down now, but here are a few YouTube videos showcasing our work: https://www.youtube.com/channel/UCE0EW5M4FXWo79aiJ3TDfhQ