

Lucas Miguel Perez Aracena

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EDUCATION / CERTIFICATES

Bachelor of Science in Computer Engineering	3.81/4.00
University of Florida Herbert Wertheim College of Engineering	Expected May 2027
Artificial Intelligence Fundamentals and Applications Certificate	
• Relevant Coursework: AI Fundamentals, Ethics Data & Technology, and Interactive Modeling and Animation 1	
Jesuit High School Tampa	4.13/4.00
• National Honor Society, Spanish Honor Society, Summa Cum Laude	May 2023

SKILLS

- Languages: C++, Python, Go, Javascript, Java, HTML, CSS, English, Spanish, Brazilian Portuguese
- Concepts: Data Structures & Algorithms, Discrete Math, Programming 1-2, Calculus I-III, Basic Machine Learning
- Soft Skills: Microsoft Azure, Google Suite, Time Management, Leadership, Problem-Solving, Proven Instructor

WORK EXPERIENCE

Tier One Technician	June 2022 – May 2023
Massive IT Tampa, FL	
• Provided technical support for hardware and software issues for over 10 clients per day ensuring minimal downtime.	
• Assisted in maintaining IT infrastructure, including setting up new client accounts, managing backups, and coordinating with senior technicians on escalated issues. Managed all administrative O365 portals for companies.	
• Monitored and performed system maintenance to resolve client issues, boosting reliability and client satisfaction.	

PROJECT EXPERIENCE

TripleR IBM Hackathon Project Python, Flask, Scikit-Learn, Joblib, React, Leaflet, Chart	October 2024
<i>Top 8 Finalist</i>	
• Designed a risk assessment web application utilizing over 1300 data points from the Federal Emergency Management Agency National Risk Index (FEMA NRI), to score potential high risk zones based off varying natural disasters.	
• Collaborated with a team of 4 developers from design to execution and deployment within 48 hours.	
• Implemented machine learning models with scikit-learn, achieving a 25% reduction in false positives for predictions.	
• Leveraged Python libraries, Pandas and Numpy to ingest data from FEMA NRI databases for Joblib prediction ML model.	
Perez & Qazi Algorithm Visualizer Javascript, React	September 2024 - Present
• Engineered visually dynamic, user-friendly interfaces for real-time algorithm animations, improving user engagement.	
• Collaborated on optimizing the tool's efficiency and enhancing user interaction, providing an educational platform for users to better understand difficult algorithmic concepts.	
• Integrated user controls allowing tailored data set input and adjustable visualization speed, boosting learning adaptability.	
Minesweeper C++, SFML	July 2024
• Implemented efficient algorithms for mine placement and adjacency calculations, optimizing game performance.	
• Designed an intuitive user interface, ensuring a seamless experience whilst enhancing proficiency in OOP practices.	
• Enhanced gameplay logic by integrating adaptive difficulty scaling, creating a dynamic challenge for users.	
Sudoku Python, Pygame	May 2024
• Crafted a user-friendly interface enabling seamless puzzle interaction, enhancing usability and user experience by 30%.	
• Implemented comprehensive error-checking and validation mechanisms, achieving a 100% solution accuracy rate.	
• Led a collaborative team of 4 peers through GitHub, ensuring successful project deployment ahead of schedule by 15%	