Anthony Moises Viramontes

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Objective

A motivated developer looking for a position as a Software Engineer in a growth orientated company where I can utilize my skills to the advantage of the company, while simultaneously developing my skills.

Education

Bachelor of Science, Computer Science	**08/2017 – 05/2022**
California State University Los Angeles	**G.P.A 3.024**

WORK EXPERIENCE

Institute for Interactive Arts, Research, and Technology (InART)   **10/2021 – 5/2022**

Role – Unity Software Engineer

- Built VR environments using Unity 3D built-in renderer to create real world realism.
- Utilized C++ and Unity built in functions to simulate real life actions for VR equipment.
- Debugged, troubleshooted, and conducted tests for all levels to ensure there were minimal bugs.
- Modified and structured the overall product to produce a functional project from start to end.

Association for Computing Machinery (ACM)   **05/2021 – 5/2022**

Role – Webmaster

- Working knowledge of JavaScript, HTML, CSS, and Bootstrap into the React.js based website.
- Oversaw each team member's work implementing GitHub to ensure all code is tested and deployable.
- Trained multiple web members to collaborate, create designs, and implement current web trends.
- Deployed the ACM club website with Google firebase, learning how to connect React.js code to a Firebase database.

Project Experience

Personal Website – React, JavaScript, HTML, CSS   **02/2019 – Present**

Role – Web Developer

- Attended every workshop to complete a personal website.
- Implemented JavaScript and CSS to enhance the visuals of my website.
- Currently utilizing Namecheap to register my domain, Secure SSL, and hosting service.

Healthy Helpers – Java Application   **03/2020 – 05/2020**

Role – Software Developer

- Backend Java Developer, stored data in .csv file.
- Provided data and statistics during meetings to ensure how to proceed with the given data.
- Used Object Oriented Programming to ensure proper development cycle and readability.

Leadership Experience

Association for Computing Machinery   **09/2021 – 05/2022**

Role – Webmaster

- Consistently collaborating with club board to discuss decisions within the club's constitution.
- I delegated and assigned work to each web committee member and track it using Jira for an efficient flow of work.
- Monitor, train, and mentor web team to ensure the ACM website can be in demand with the current trends.

Institute for Interactive Arts, Research, and Technology (InART)   **10/2021 – 5/2022**

Role – Team Lead

- Led team meetings to discuss all important matters and to ensure all members participated.
- Utilized OneNote to keep track of teammates duties, deadlines, and meetings notes.
- Communicated with team using discord and held team meetings over zoom to ensure consist collaboration.
- Was available to each teammate every day of the week to ensure all matters were discussed.

Relevant Courses

- **Computer Science 3112, 3337**   **01/2020 – 5/2020**
  - • **Analysis of Algorithms, Software Engineering**
- **Computer Science 3220, 4220**   **01/2020 – 5/2021**
  - • **Web and Internet Programming, Current Trends in Web Design**
- **Computer Science 2012, 2013, 4222**   **08/2017 – 12/2020**
  - • **Object-oriented Programming, Data Structures, Principles of Database Systems**