


 <https://github.com/muusktrat>

 San Diego, California

# MARIO ORLANDO

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## OBJECTIVE

Looking for opportunities to ground and expand my knowledge of programming as a software engineer. Eager to work with experienced professionals in the field to gain a practical view of the tech world.

## SKILLS

### LANGUAGES & FRAMEWORKS

C#, React Native, JavaScript, Python 3, C++, CSS, PHP, HTML, Expo, Laravel, Java, SQL, NoSQL, C, Rust

### TECHNOLOGIES

Unity, Unreal Engine, Github, Heroku, AWS, GoDaddy, Xcode, Android Studio, Google Places API, OneSignal

## EXPERIENCE

### FULL-STACK DEVELOPER

- Built and maintained features across the stack for EVU's internal tools and public-facing platform.
- Collaborated with designers and backend engineers to implement responsive UIs and optimize data flow.
- Worked with technologies such as React, PHP and others to deliver various applications

### EVU

Remote

March 2025 – Current

### TECHNOLOGY SPECIALIST

- Updated website with new additions to the historical collection.
- Connected the Historical Society and Online Archive of California (OAC) servers.
- Taught Volunteers how to transfer data from the traditional system into the OAC system.

### LA JOLLA HISTORICAL SOCIETY

San Diego, CA

July 2018 – Sept 2018

### JAVA INSTRUCTOR

- Taught 9-12 year-olds the basics of Java programming through Minecraft modding.
- Camp ran daily from 7am-5pm, camp days included instruction time, icebreakers, outside activities, food breaks, etc.

### ID TECH

San Diego, CA

June 2017 – Aug 2017

## PROJECTS

### BALL PHYSICS SIMULATION (JavaScript)

Made a fully fledged physics and gravity simulation focused on realistic ball interactions using only HTML and Javascript embedded in my personal web server used to host my many coding passion projects.

### EMBEDDED SYSTEMS FIGHTING GAME (ARDUINO) (C)

Designed and implemented a dynamic fighting game using Arduino. Wired hardware components for player input and display, while developing efficient C code to control game logic, using technical skills in hardware-software integration.

### SCHEDULER UTILIZING DESIGN PATTERNS (C)

Collaborated on a group project emphasizing design patterns, with a focus on the Facade and Composite patterns, showcasing adeptness in software architecture. Leveraged Git for seamless collaboration, ensuring effective version control and demonstrating strong teamwork skills in a professional environment.

### UNBEATABLE ROCK-PAPER-SCISSOR AI (Python)

Developed an unbeatable Rock-Paper-Scissors AI in Python for a university assignment, showcasing advanced algorithmic and programming skills. Implemented strategic decision-making processes, underscoring proficiency in artificial intelligence and game theory.

## EDUCATION

### UNIVERSITY OF CALIFORNIA, RIVERSIDE

Bachelor of Science, Computer Science

### CERTIFICATIONS

Fortinet Certified Fundamentals in Cybersecurity

## PASSIONS

### DIGITAL ART & DESIGN

Passionate about digital art and design proficient in utilizing tools such as Clip Studio Paint and Photoshop for creating visually compelling and anatomically accurate digital illustrations. Solid foundation in artistic principles and a keen eye for detail.

Oct 2015 - Present