Nestor S Frontera Rocher

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EDUCATION

University of Puerto Rico, Mayagüez Campus (UPRM)

Bachelor's Degree in Software Engineering   Expected Graduation: **May 2026**

Relevant Coursework: Introduction to Computer Science, Advanced Programming, Discrete Math, CodePath Intro to Web Development, and Data Structures.

Currently Taking Google IT Support Professional Certificate.

EXPERIENCE

***Google | STEP / Software Intern**- C++ | JavaScript | Angular Dart*   **May 2023-Aug 2023**

- Developed and deployed a robust debugging utility on Google App Engine to seamlessly translate internal signals into easily understandable formats for improved debugging efficiency. The utility is supported as a Chrome extension and WebApp, and it is written in C++, JavaScript/TypeScript, and Angular Dart.
- Enhanced functionality by designing and implementing a conversion algorithm and fully specified C++ APIs for processing an internal representation of privacy signals.
- Streamlined the debugging process for multiple teams by automating the manual task of converting intricate internal signal representations into human-readable formats, fostering a more productive development and debugging environment.

Nestor Rainier Frontera Tacoronte MD CSP | Medical Office/

Computer System Administrator and Information Distribution   **Guanica, Puerto Rico** **May 2019-April 2023**

- Results-driven Computer Systems Administrator adept at information distribution, server management, electronic equipment upkeep, and security systems within a medical office setting, ensuring optimal IT operations and safeguarding sensitive medical records.

***Nano Games | Research**- C# | Unity*   **Jan 2023-May 2023**

- Video Game development research group focused on AR technology using Unity
- The purpose of the research is to develop video games to inspire middle school students about STEM

***Panda Hat | Research | Competition**-*   **Aug 2023-Present**

- Cybersecurity group, specifically in the competition team where we participate in various CTFs.

PERSONAL-PROJECTS and ACHIEVEMENTS

Accomplished multi-award-winning participant in Microsoft Sustainability for PR Design Hackathon, securing First, Second, and Third place, and achieving Third place in JPMorgan and Chase's Resiliency Hackathon.

- Achieved top honors in multiple prestigious hackathons, showcasing expertise in sustainability-focused design and resilience, while refining problem-solving, collaboration, and innovation skills.

***Global Warming Website** - HTML | CSS | Javascript*

- Spearheaded the development of an impactful website dedicated to raising awareness about global warming, employing the full potential of JavaScript to create an immersive user experience.

***Pacman** - C++ | Open Frameworks*

- Designed and implemented an exciting version of Pacman using C++ and Open Frameworks, enriching the classic gameplay with innovative power-ups and unique abilities.
- Creatively utilized class inheritance to introduce new abilities for Pacman and the ghosts, adding strategic depth to the gameplay.

***Discord Bot** - JavaScript | Node JS | Discord API | Asynchronous Programming*

- Developed a feature-rich Discord bot using Node.js, enabling seamless interaction and engagement on Discord servers. The bot efficiently handled commands, events, and external API interactions.

Huffman Tree- *Java | Data Structures*

- *School Project about learning encoding algorithms.*

SKILLS

- **Computer Languages:** Python, C++, Java, C#, Javascript (Html, CSS)
- **Tools:** Angular Framework, React, Node JS, Git, Unity, GitHub, Blender, OpenFrameworks, and Proto Buffs
- **In Various organizations: CAHSI and IEEE(Directive member of the UPRM branch).**