Gian Paul Ramirez

Orlando, FL ● gpaul.rl7@gmail.com ● github.com/paul-rl ● linkedin.com/in/gpaul-rl7

OBJECTIVE

Ambitious software engineer pursuing a Master's in Computer Science at the University of Central Florida with real-world experience working at Amazon and a solid foundation in Java, Python, and C#. Seeking an internship to apply my knowledge to impactful projects while expanding my expertise in cloud computing and mobile development.

EDUCATION

University of Central Florida | M.S. in Computer Science — May 2026
University of Central Florida | B.S. with Honors in Computer Science, Minor in Mathematics — May 2023

- GPA: 3.33
- 2x Dean's List and 1x President's List award recipient

SKILLS

- Languages: Java, Python, C, C#
- Tools: WearOS, Android, ROS 2, SQLite, Git, Bash, Gradle, CMake, Unity, Android Studio

EXPERIENCE

Software Engineering Intern, Alexa Wearables — Jun. 2022 - Sep. 2022
Amazon | Sunnyvale, CA

- Designed and developed Alexa's timers, alarms, and reminders for smartwatches. Rapidly onboarded on to a large codebase composed of complex dependencies, requiring quick learning of **Java**, the **WearOS API**, and the **Android NDK** with minimal guidance due to a transition in management.
- Implemented a local **SQLite** database using **Room** to store alert times and messages. This led to a reduction in alert latency by 25% during losses of connectivity and system restarts without increasing memory footprint.
- Participated in the early stages of the Software Development Lifecycle, analyzing requirements by accounting for use cases, creating and iterating on a design document outlining application architecture, and implementing said design while taking into account data privacy concerns and minimizing the impact of previous technical debt.

Software Engineering Intern, Alexa Wearables — Jun. 2021 - Sep. 2021
Amazon | Sunnyvale, CA

- Created a prototype for a phone-free Alexa application for smartwatches. Collaborated with leaders to define the milestones and timeline of deliverables during a team-wide project transition.
- Learned to utilize **CMake** and **Gradle** for build automation. Found, documented, and addressed library incompatibilities, creating build scripts while familiarizing myself with **Bash** and the command-line interface.
- Leveraged previous knowledge of multithreading and singleton design patterns to overcome memory and activity lifecycle limitations. Wrote a document addressing pitfalls during the development process to facilitate hand-off.

Undergraduate Learning Assistant — Aug. 2020 - Jan. 2021
University of Central Florida | Orlando, FL

- Offered 1-on-1 office hours for students in Computer Science I, aiding with class assignments while bolstering industry-standard practices like version control usage, leading to a 10% increase in session attendance.
- Enabled students to develop a deeper understanding of key concepts, such as tree traversal, through active listening skills. Aided faculty in creating supplemental sessions, which covered major gaps in student-body knowledge.

PROJECTS

RE-RASSOR Multi-Robot System, Florida Space Institute

- Collaborated with a team of 5 members in an Agile environment to develop a simulated lunar environment and multi-robot system consisting of 4 differential drive rovers capable of transporting varying payloads.
- Utilized **Gazebo** and **SDF** to create the simulation, calculating and adjusting critical simulation-wide constants to ensure a realistic lunar environment, while using **Blender** and **MeshLab** to create and assemble accurate models.
- Coordinated rover arm movements using **ROS2 Foxy** and **Python**, enabling seamless payload acquisition using ArUco tags and **OpenCV** for pose estimation.