Gian Paul Ramirez

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

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, C**, **C#, JavaScript, Python**
- Tools: **Android**, **SQLite**, **Git**, **Bash**, **Gradle**, **CMake**, **Unity**, **Android Studio, Agile, CI/CD, React**

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 utilizing **Java**, the **WearOS API**, and the **Android NDK.**
- 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 in an **Agile** environment while 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.

PROJECTS

FakeFlix Additions

- Expanded on FakeFlix, a massive codebase with over 35k lines of code and complex dependencies, to add a section for content recommended based on the user's seen movies using **JavaScript**, **React**, and **Redux.**
- Managed a team of 2 team members in an **Agile** environment by creating sprints and milestones, holding bi-weekly stand-ups, and creating clear and open communication environments.
- Prevented codebase regression and maintained code stability by implementing a **CI/CD** workflow using **GitHub Actions** to ensure automated integration and unit tests ran before changes were made to protected branches.

Groundbreak

- Created a single-player tactics RPG utilizing **Unity** and **C#** in which the player is tasked with escaping a small, two-floor dungeon by combining different elements to create various different effects.
- Developed and all player mechanics, which included leveraging the **A*** algorithm for pathfinding and applying the singleton design pattern to enable dynamic elemental reactions.
- Prototyped the game with over 10 players, utilizing **playtest feedback** in order to gauge enjoyment and difficulty along with ensuring gameplay balance allowed for a fun and engaging experience.

Keystone

- Collaborated with a multidisciplinary team of 4 to brainstorm and create a **GDD** for an open-world adventure game which focuses on NPC-based puzzle solving and free-form exploration.
- Designed mechanics for 6 distinct dungeons, keeping the spirit of areas created by artists and writers to bring to life environments through a focus on player-enemy interactions as an avenue for puzzle solving.