Gian Paul Ramirez

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EDUCATION

University of Central Florida | M.S. in Computer Science   Expected May 2027
- GPA: 3.94, Dean's List and President's List award recipient

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

SKILLS

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

EXPERIENCE

Freelance Software QA & AI Code Evaluator   May 2024 – Present
DataAnnotation.tech| Remote

- Evaluated AI-generated code against rubric; **verified correctness with unit-style tests** and sample I/O.
- Authored canonical solutions and refined rubrics to **improve consistency and speed up reviews**.

Software Engineering Intern, Alexa Wearables   Jun 2022 – Sep 2022
Amazon | Sunnyvale, CA

- **Cut alert latency ~25% during connectivity loss/restart** by implementing an offline-resilient alert store; improved user-facing responsiveness for smartwatch timers/alarms/reminders.
- Owned the feature's **software development life cycle (SDLC) in an Agile team:** from requirements and design doc through implementation, code reviews, and testing; **curbed tech debt** via tighter failure-mode handling.
- Onboarded quickly to a large codebase; **debugged** alert lifecycle edge cases across app restarts and connectivity transitions, **contributing to on-device reliability for thousands of users.**
  *Tech: **Java, Wear OS, Android NDK, Room (SQLite)***

Software Engineering Intern, Alexa Wearables   Jun 2021 – Sep 2021
Amazon | Sunnyvale, CA

- Prototyped a **phone-free Alexa** experience on smartwatches; aligned milestones with leads during a team-wide transition.
- **Shortened local debug builds ~8%** via CMake/Gradle optimizations; documented library incompatibilities and delivered reproducible build scripts, **unblocking teammates and standardizing setup**.
- Used **multithreading** and the **Singleton** pattern to curb lifecycle/memory limits; delivered a handoff guide of pitfalls.
  *Tech: **CMake, Gradle, Bash, CLI, Git, Alexa Voice Services SDK***

PROJECTS

FakeFlix Additions
- Added a "Because you watched" user-facing rail powered by watch history to a codebase with **35k+ lines of code**; verified with **unit/integration tests to prevent regressions**.
- Acted as **Project Manager**, leading two engineers in an **Agile** workflow by scoping milestones, planning sprints, and running biweekly standups to keep delivery on track.
- Set up **CI/CD as a pre-merge gate** (lint + tests on protected branches); stabilized releases and **cut PR cycle time ~10%**.
  *Tech: **React/Redux, TypeScript, GitHub Actions, IMDB API***

Groundbreak
- Built turn-based combat systems (**A* pathfinding, finite-state enemy AI**) and a lightweight elemental reaction manager as the combat design lead for a **roguelike tactics RPG.**
- Ran **10+ playtests**, iterating on difficulty/enjoyment/balance to improve level-clear, **reducing early drop-offs ~15%.**
- Designed 16 elemental reactions, emphasizing **player clarity and readability** in combat feedback.
  *Tech: **Unity, C#, Visual Studio***

Keystone
- Co-authored a **Game Design Document** for an open-world design **with a cross-disciplinary team**, emphasizing **NPC-driven puzzles**; designed mechanics for **6 dungeons** centered on player-enemy interactions.
- Built a **choose-your-own-adventure prototype** to validate puzzle loops; iterated with **dozens of players** to validate puzzle loops and surface 'fun' moments.
  *Tech: **Twilio, Google Surveys***