

Charles Paz

SOFTWARE DEVELOPER

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SKILLS

Core Languages

- Python
- Rust
- JavaScript
- C
- Java
- Elixir
- Go
- OCaml

Other Skills

- React
- NodeJS
- HTML
- CSS
- SQL
- R
- Firebase
- AWS
- REST APIs
- Unit-testing
- Jira
- Figma
- Trello
- ClickUp
- Native Android
- Scrum
- Agile Development
- Git
- GitHub

EDUCATION

September 2020 – May 2022

**BRITISH COLUMBIA INSTITUTE
OF TECHNOLOGY**

**Computer Systems Technology
Diploma**

Object-Oriented Programming, Mobile Development, Applied and Discrete Mathematics, Algorithms Analysis and Design, Business Communication, Computers and the Law, Internet of Things

INTERESTS

Music: Self-taught pianist, plays and sings at local church choir every week.

Video games: PC game enthusiast, livestreams gameplay to a small community on online platform Twitch.

PROJECTS

EMA YVR Water

Monitoring System

May 2021 – May 2022

BCIT CENTRE FOR APPLIED RESEARCH & INNOVATION

JavaScript, React, AWS, SQL, CSS

- Created a dynamic website dashboard to monitor YVR's water quality and levels as a group of 4 using ReactJS, resulting in 3 responsive pages
 - Awarded with 1st place prize in the BCIT Student Innovation Challenge Applied Research Category
 - Demonstrated communication skills and understanding of the agile development process by attending weekly meetings with a client who checked up on our development progress and made requests for us to work on week by week.
 - Demonstrated a strong expertise in full-stack development by creating a node server to query AWS Database information, whilst creating the frontend dashboard to display said information.

Chat Messaging

Server and Client

March 2022 – May 2022

Elixir, Erlang, Java

- Programmed a chat messaging server and client using Elixir and Java, respectively, allowing for multiple users on different devices to be able to send messages to one another when connected to the same network
 - Demonstrated strong understanding of sockets and TCP communication to link different clients together on the same network.
 - Implemented Runnable threads in the Java client to allow for concurrent printing/receiving of messages from the Elixir server.

Yahtzee Game

March 2021 – May 2021

Python, Unit-testing

- Programmed Yahtzee game using Python in 6 hours resulting in a complete two-player command terminal program
 - Developed 30 unit tests prior to development to ensure a fully functioning program
 - Demonstrated understanding of procedural programming by creating 16 helper functions to run the Yahtzee game using 1 main function

Android App, Human Benchmark Mimic

Java, Android

November 2021 – December 2021

- Programmed an Android app using Native Android, mimicking popular web app "Human Benchmark," resulting in a simple number memorization game and account storage/login using a Cloud Firestore DB.
 - Implemented SOLID principles to create objects that handle and organize different functionalities of the app.
 - Fostered a deeper understanding of mobile environments/systems, both in Android and iOS systems.