Raidel Almeida

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EDUCATION

Florida International University   Miami, FL
Bachelor of Science in Computer Science   *2026*
Relevant Courses Programming II, Discrete Structures, Human-Computer Interactions, Software Engineering I

TECHNICAL SKILLS

Languages: JavaScript, Typescript, Java, Python, C++, SQL (Postgres), HTML/CSS
Frameworks/ Technologies: React, Next.js, Tailwind, Node, WebGL, Zustand, Howler.js, Three.js
Developer Tools: Git, Supabase, VS Code, Visual Studio, IntelliJ, Cloudinary(CDN), PlanetScale

EXPERIENCE

Explore Hardware Technical Lead   Jan. 2024 – Dec. 2024
INIT FIU   *Miami, FL*
- Designed and led workshops to teach students fundamental skills in microcontroller programming, CAD design, 3D printing, and drone programming
- Crafted curricula that catered to diverse student backgrounds and learning levels.
- Integrated real-world projects, building automated score keeping systems and prototyping with 3D printers, to enhance students' understanding of hardware concepts
- Developed hands-on activities, lesson plans, and interactive sessions to foster practical learning experiences for workshops
- Collaborated closely with board members and marketing leads to successfully draw over 30 attendees

INIT Build Intro Web Development Co-Lead   Sep. 2023 – Nov. 2023
INIT FIU   *Miami, FL*
- Lead a team of over 10 members, guiding them through the comprehensive process of designing, creating, and deploying a product referral site
- Orchestrated the management and organization of a Git repository, handling over 4,000 lines of code, ensuring version control and seamless collaboration
- Imparted knowledge of key web development technologies to team members, including React, HTML, CSS, Three.js, and Git, fostering a well-rounded understanding of modern web development practices
- Facilitated regular team meetings to track progress, address challenges, and ensure the successful completion of the project
- Optimized site and assets increasing Lighthouse performance 38% (3.6 seconds)

PROJECTS

🔗 SoniDough | *Next.js, React, TypeScript, Supabase, Tailwind*   Nov. 2023 – Jan. 2024
- Designed a music streaming web application utilizing React, TypeScript, and Next.js for server-side rendering
- Managed complex states, including volume and song progression using custom hooks and Zustand
- Managed data fetching in React server components, directly accessing the database, eliminating the need for APIs
- Handled file and image uploads using Supabase storage for secure and efficient data management

🔗 Portfolio Website | *Next.js, MDX, Tailwind, TypeScript*   Jan. 2024 – Feb. 2024
- Engineered a dynamic personal website with a responsive design for showcasing project blogs
- Implemented media hosting through a Content Delivery Network (CDN) for efficient data delivery
- Integrated a Prisma-based database to monitor and record post views and likes
- Utilized PlanetScale for scalable and resilient database operations

🔗 Gadget Galaxy | *React, Three.js, WebGL, Netlify*   Sep. 2023 – Nov. 2023
- Developed an e-commerce application using React.js with product listing, shopping cart, and 3D models
- Added a context-based state management system using React's Context API
- Utilized Vite for an optimized and efficient development experience
- Styled the entire application using CSS for a consistent and appealing user interface