Santiago Carpio

(239) 318-8529 | scarpio@ufl.edu | www.linkedin.com/in/santiagocarpio | github.com/scarpio02

EDUCATION

Bachelor of Science in Digital Arts and Sciences Engineering (Computer Science), Cum Laude   **May 2024**

University of Florida, Gainesville, FL   GPA: 3.99

TECHNICAL SKILLS

Programming Languages: Java, C++, Python, C#, JavaScript, TypeScript, HTML, CSS, PHP, SQL, REST, GraphQL, JSON, XML

Frameworks/Libraries: React, Next.js, Node.js, Express, jQuery, Bootstrap, .NET, WebGL, OpenGL, Three.js, React Native

Tools/Platforms: Git/GitHub, Docker, Postman, WordPress, Terminalfour, Unity, Figma, Blender, Siteimprove

Databases: MySQL, PostgreSQL, MongoDB, Supabase

Languages: English (Bilingual Proficiency), Spanish (Native/Bilingual Proficiency)

EXPERIENCE

University of Florida Information Technology

Web Technician, Web Developer I   **June 2024-Present**

- Developed responsive, accessible, and visually engaging websites within 1-month timelines, collaborating cross-functionally with designers and content owners while adhering to Agile workflows.
- Implemented web application for expediting internal tasks and processes using Next.js, React, Express, Docker, and the Terminalfour Web API.
- Enhanced the accessibility and ADA compliance of university websites using accessibility and content review tools.
- Rebuilt IT Service Catalog in PHP with improved efficiency in database calls and data caching.
- Engineered brand-aligned UI components, boosting the user interface's visual appeal and consistency across platforms.
- Partnered with web designers on website redesigns and overhauls centered on user experience and tailored content for target audience.

Research Computing Support and Applications Intern   **June 2023-August 2023**

- Provided user support for HiPerGator supercomputer including ticket triage, troubleshooting, and app installation.
- Diagnosed and resolved Linux-related issues via CLI, and assisted customers via ticketing system, Slack, and Zoom.
- Supported users with HPC app installations and debugging of bash job scripts and application code.

Research Computing Operations Intern   **June 2022-August 2022**

- Completed 120+ hardware replacements and 300+ BIOS/firmware updates on HiPerGator 3 and AI systems.
- Wrote automation scripts in Bash and Python to streamline maintenance workflows and updated documentation.
- Collaborated with vendors and Operations staff to coordinate hardware diagnostics and service timelines.

PROJECTS

Initial Consonant Choice Project - UF Speech Development Laboratory

- Led a .NET/C# application project aiding child speech development research through audio and input analysis.
- Managed client communications, requirements gathering, and team progress tracking as project manager.
- Developed front- and back-end features for audio playback, input parsing, and local file storage.

Split Mate Web Application

- Collaborated on a grocery and expense-sharing web app using Next.js, Tailwind CSS, shadcn/ui, and Supabase PostgreSQL.
- Designed wireframes and implemented both UI and database integration for seamless user experience.

Thoughtform Cauldron Character Creator - Unity HCI Project

- Created user personas, scenarios, and wireframes for a personality-based avatar generator.
- Programmed front- and back-end logic in C# and conducted usability testing and interviews to improve UX design.
- Led build deployment, manual testing, and debugging to ensure project stability.

RELEVANT COURSEWORK

Data Structures & Algorithms, Computational Linear Algebra, Software Engineering, UX Design, Computational Structures in Computer Graphics, Multimedia Production, AI Fundamentals, HCI, Programming Language Concepts, Internet Computing