EMILIANO RAMIREZ

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emilianoramirez.com

SKILLS

Languages: Typescript/ Javascript, HTML, CSS, Python, C#
Tools/ Technologies: ReactJS, Next.js, Git/ Github, TailwindCSS, VSCode, Unity

EDUCATION

California State University, Northridge   Aug 2019 - May 2023
BS in Computer Science, Graduated with Honors (Cum Laude)
GPA: 3.5 | Dean's List
Award - CSUN App Jam 2023
- Won 2nd place at my university's annual app jam and enhanced the functionality, user experience, and overall visual appeal of the official university mobile app

EXPERIENCE

Computer Science Volunteer Tutor   Feb 2021 - May 2022
CSUN Coding Club   *Northridge, CA*
- Assisted undergraduate computer science students of varying skill levels with their learning of both fundamental and advanced programming concepts
- Received positive feedback from students who reported significant advancements in their understanding and application of data structures and algorithms, leading to improved performance on their exams and assignments

PROJECTS

Braintrivi.com - *Next.js | Typescript | TailwindCSS | MySQL with Prisma | React Query | NextAuth*
- Built a full stack website using the new Next.js 13 app router that creates AI-generated trivia games on any topic you can think of
- Used OpenAI's API to generate unique questions and answers based on custom prompts
- Utilized NextAuth for secure login authentication and API request validation
- Implemented a serverless MySQL database using PlanetScale with Prisma to store user info, allowing users to view previous trivia generations and currently trending topics

Trixdex.com - *ReactJS | Typescript | TailwindCSS | Vite*
- Designed and developed an online database that indexes and catalogs information on the aliens featured throughout the Ben 10 series
- Used MediaWiki's API to extract relevant data from the series' wiki page and display it in a visually pleasing and user-friendly interface
- Utilized valuable user feedback to make iterative improvements and gain traction, helping the site reach hundreds of users

Multimedia Marks Automation - *Python | MongoDB*
- Built an automation script using Python that automates 4 manual positions
- Reads proprietary data from Baselight/ Flame machines to calculate filesystem locations of frames and exports to CSV/ XLS files with timecode and thumbnail preview
- Requests are saved to a database and can be used for data analysis/ worker efficiency

Mech Island - *Unity | C#*
- Designed and developed a mech-inspired first person shooter where I implemented an advanced enemy AI by crafting custom behavior scripts paired with navmesh agents which helped create challenging and immersive gameplay experiences

Minute Maze - *Unity | C#*
- Created a procedural 3D maze simulator where mazes are randomly generated at runtime
- Implemented a modified/ randomized version of Prim's algorithm which resulted in a greater variety of unique maze layouts

ADDITIONAL

Citizenship - U.S. Citizen | **Bilingual -** English, Spanish