

Casey Puentes

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Education

University of Maryland, College Park (UMD)

Expected Graduation: May 2023

Bachelor of Science in Computer Science

- GPA Unweighted: **3.57/4.0**
- Awarded Academic Honors/Dean's List for Fall 2019 semester
- Relevant Coursework: Algorithms, Organization of Programming Languages, Discrete Mathematics, Introduction to Computer Systems, Object-Oriented Programming I, II, Calculus I, II, Applied Probability and Statistics
- Member of selective Business Scholars living and learning program with 79 other students

Florida State College at Jacksonville (FSCJ)

Summer and Fall 2020

- GPA Unweighted: **4.0/4.0**

Technical Skills

- Languages: Java, React, JavaScript, Node.js, HTML, CSS, Python, C#, Objective-C
- Other: Linux, Google Cloud App Engine & Firebase/Firestore, GitHub, NoSQL, Unity, VSCode, Eclipse, Rider

Experience

Niantic Labs - Software Company

May 2021 - August 2021

Software Engineering Intern

- Led development of new AR features using Unity and C# by coordinating with four different teams to move the feature from ideation to reality.
- Optimized object spawning using memoization and C# by implementing object-pooling techniques.
- Revamped in-game communication system and other UI menus by resolving pain-inducing client bugs.

ScholasticTrac LLC - SaaS ([learn more](#))

June 2020 - Present

Founder & CEO

- Identified archaic management methods within Nassau County's CoOp program, devised a digital solution to save time and paper, and then guided the idea from conception to product by continually consulting Nassau County for feedback, and by laying out a testing plan.
- Pioneering the development of the webapp that digitizes students and businesses CoOp progress, with a projected 50% increase in county-side CoOp management efficiency by using React, JavaScript, NoSQL, Firebase, and AdobeXD(Full Stack).

Twitter #EarlyBird - Virtual Experience

May 2020

Participant

- Placed second out of four teams in the week-long TakeFlight challenge in which we were tasked with brainstorming, designing, prototyping, and implementing a new feature for Twitter.

TreeHacks - Stanford

February 2020

Hacker

- Awarded the AR/VR Grand Prize out of a pool of 28 other projects
- Created MusicBlox (<http://bit.ly/musicblox>), an AR program that aims to teach novice programmers basic computer science concepts, by using C#, Unity, and a Magic Leap AR headset.
- Developed an image tracking algorithm using C# and vectors to pinpoint image locations in the AR world space and determine if a sequence was correctly aligned.

Google Seattle - Computer Science Summer Institute (CSSI)

July 2019

Participant

- Created and presented CitizensForCommunity, a platform that allows active community members to report non-urgent issues within their community to the necessary officials(<http://bit.ly/C4CatGoogle>)
- Led backend development of the final project on Google Cloud's App Engine using Python + JavaScript
- Developed a mobile-friendly and beautiful report page using HTML, CSS/Flex, and JavaScript

Two Students, LLC - Game Design Company (www.twostudentsllc.com)

January 2017 - August 2021

Co-Founder

- Published 2 apps on the App Store and attracted over 300 downloads by creating and running targeted ad campaigns on Facebook and Instagram
- Designed and created a company website accumulating 1500+ unique views by using Wix and social media
- Built a total of 7 projects on iOS, Android, Web, and PC platforms.

Projects

Web Apps - Git and Google Cloud Platform(Project Database: <http://bit.ly/CPghHub>)

2019-2020

- Configured and hosted a modded Minecraft server for 8 people using Linux and Google Cloud.
- Developed and launched an online and real-time currency conversion app with 33 available currencies using Python, Javascript, HTML, CSS, Google Cloud SDK, Github, and JSON through an exchange rates API

Mobile Apps - iOS and Android platforms

October 2018-Present

Developer under Two Students, LLC

- Developed and published 'Cubz!' using the Unity Engine and C# (<http://bit.ly/Cubz2s>)
- Developed and published 'Hungry Hole'-using the Unity Engine and C# (<http://bit.ly/HungryHole>)

Activities/Leadership

Mentor + Speaker(Volunteer) - Nassau County/FSCJ Tech Program

2019-2020

- Shared insight with over 20 students about how they can make the most of their time through personal projects and extracurriculars
- Equipped 20 students with the tools and formulas to write concise and efficient resumes

Honors/Awards

OMSC Academic Excellence Award

2021

HSF Scholar

2020