# **Samuel Perez**

#### fdzsamuel01@gmail.com | (786)-312-0650

Software Engineer with a background in development and design. Proficient with several frontend and backend technologies. Experienced in effectively working in teams and alongside clients.

Skills				
-TypeScript -JavaScript -Python	-React -GraphQL -SQL	-ThreeJS/Three Fiber -HTML/CSS -Java	-Blender -Photoshop -Unity Engine	-UI/UX -Figma -Mobile Development
Evnorionaa				

## Experience

### Software Engineer Intern

GuideWell / Blue Cross Blue Shield of Florida

- Designed and implemented a data driven 3D layout. Used GraphQL to query MongoDB databases. Allowed the user to navigate in a 3D environment. Implemented animations using React Spring.
- Created scripts to automatically update information in webpages from text files.

### **UI Designer**

Freelancer

- Used Figma and Photoshop to create the UI of websites and applications.
- Worked alongside clients to modify or create designs.

### Front-End Web Developer

DlearninGroup Ecuador

- Implemented React, HTML5, CSS and JavaScript to develop an education company's website.
- Created different sections of the website: hero, testimonials, and packages section.

## Education

• Florida International University Bachelor's Degree in Computer Science. Upcoming graduation date: Dec 2023. GPA: 3.86/4.00

Jan 2022-Jun 2022

Jun 2020-Dec 2021

May 2023-Dec 2023(End of Internship)

## Projects

## **Portfolio Site**

<u>samuelperez.dev</u>

- Implemented a responsive React website to display all programing and design projects.
- Worked with JavaScript, HTML, CSS, and the React Framework. Employed different third-party libraries.

## Wine Buddy

winebuddy.netlify.app

- Implemented an API to allow users to search for a type of food or cuisine. The application will pair the query with different kinds of wines and provide shopping recommendations.
- Handled API calls. Implemented dynamic sliders and modals in React.

## Fit or Blast Mobile Game

Google Play

- Developed a casual mobile game using C# and the Unity Engine.
- Worked with Photoshop to create the assets of the game.

## **Kyoto Discover**

kyotodiscover.com

- Created a React website and designed a responsive UI to showcase the city of Kyoto, Japan.
- Worked with React Hooks and dynamically styled components.