

# Casey Puentes

Website: [caseypuentes.com](http://caseypuentes.com)

LinkedIn: <http://bit.ly/caseypuentes>

Email: [puentesc121@gmail.com](mailto:puentesc121@gmail.com)

## Education

University of Maryland, College Park (UMD)

Expected Graduation: December 2023

### Bachelor of Science in Computer Science

- Awarded Academic Honors/Dean's List for Fall 2019 semester
- Relevant Coursework: Algorithms, Advanced Data Structures, Organization of Programming Languages, Discrete Mathematics, Introduction to Computer Systems, Introduction to Parallel Computing, 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

### Technical Skills

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

## Experience

### Microsoft - Tech Company

May 2023 - August 2023

#### Software Engineering Intern - Windows

- Spearheaded the development of a system to derive and surface to developers the parent/dependency relationships between data in the Telemetry Pipeline using C#, SQL, Typescript, data processing, and data analysis techniques, resulting in a **\$1.1 million** in identified, confirmed yearly savings.
- Collaborated closely with my team and partner teams to gather requirements, design efficient structuring of the data, get feedback on ideas, work style, and communication, with the intention of constantly iterating/always improving.
- Thrived in the face of challenge by staying organized through daily progress journaling, learning quickly, and consistently communicating with stakeholders.

### Microsoft - Tech Company

May 2022 - August 2022

#### Software Engineering Intern - Windows

- Engineered an internal self-serv website interface which reduces team support hours by 20 per milestone and enables fast iteration by consulting with partner teams, crafting wireframes, and implementing the UI using React and TypeScript.
- Implemented a rich, internal website searching functionality using an Azure VM, Linux, Node JS, Elasticsearch, and Elastic App Search, significantly increasing team searching efficiency.

### 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 - May 2021

#### 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.
- Pioneered 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).

### 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.

### Two Students, LLC - Game Design Company ([www.twostudentsllc.com](http://www.twostudentsllc.com))

January 2017 - April 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