

Manuel Oppel del Rio

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SKILLS

Languages: C++, Java, Python, Javascript, HTML, CSS, XML

Technologies: Android Studio, MongoDB, Express.js, AngularJS, Node.js, jQuery, Git

EXPERIENCE

Web Developer (Summer 2016)

Nektar de Stagni, fine jewelry designer.

- Developed a dynamic masonry layout using JavaScript.
- Created a live Instagram feed using their API.
- Worked with CEO to develop a SEO plan; resulted in higher search rankings.
- Redesigned ecommerce website, improving load times, conversion, and bounce rate.

Web and Graphic Designer (Summer 2015)

Tunity Global, telecommunications company.

- Updated web pages through CSS and HTML, and managed their social media presence.
- Generated print and web content following existing brand guidelines.

PROJECTS: *Try them out at manuodelrio.com*

SimplyDo - A todo-list and task manager for Android.

- Used **Java** and **Android Studio** to develop an app with multiple views and fragments.
- Shipped a completed app to the Google Play Store.

Simon Says - A complete game with graphics and sound.

- Developed the classic game using **Python** and the **PyGame** library.
- Created a function to render rounded rectangles with outlines.

Brief - A random design-brief generator webapp.

- Utilized **Javascript** and **jQuery** to generate human-readable design briefs based on user selected preferences.

Snake - A standalone Java implementation of the classic game

- Created using **Java**, **AWT**, and **Swing**.
- Used an array to keep track of each section of the snake and handle movement.

EDUCATION

University of Florida, Gainesville, FL. May 2019.

Bachelor in Anthropology, Minor in Computer Science.

Selected Coursework: Data Structures and Algorithms (C++), Programming Fundamentals I & II (Java, C++), Intro to Computer Organization, Application of Discrete Structures, Computational Linear Algebra.