

Jesus Perez Arias

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OBJECTIVE

Quality-driven, hands-on software engineer with many years of designing and developing full-stack applications for business needs. Strong communicator with a technical background and global team leadership skills.

EDUCATION

California State University, Los Angeles

Los Angeles, CA

Bachelor of Science, Computer Science • GPA: 3.4

May 2023

PROFESSIONAL EXPERIENCE

CSULA, University Times

Los Angeles, CA

Front End Software Engineer

October 2019 - May 2023

- Optimized web application loading speeds by decreasing their latency times by 40%. Utilized WordPress components with JavaScript and a comprehensive backend server overhaul utilizing Node.js and PHP.
- Worked closely and harmoniously with team members to bring exceptional UI/UX designs to life and produced an increase of 40% score on great web accessibility.
- Achieved a 25% increase in website traffic by organizing a team of content creators to implement excellent SEO strategies and using targeted common keywords found in leading journalism websites.
- Obtained a 15% increase in profit by integrating Google AdSense, compared to the previous static approach.

SUDO, Army Lab Corporation

Los Angeles, CA

Software Engineer Intern

August 2022 - May 2023

- Collaborated effectively with eight professionals to modernize an audio-visual detection model, crucial for private military contractor drone software in combat scenarios.
- Migrated legacy software to Python scripts, resulting in a remarkable 30% increase in runtime.
- Pioneered the development of a GUI component for combat personnel, eliminating the need to view underlying code in real-time, optimizing user experience, and increasing operational efficiency by 40%.
- Delivered successful project completion and created 100% new modern documentation.

PROJECTS

Issue Tracker - issuetracker.jesusperez.dev

Present

- Developed a full-stack web app for issue tracking within an organization, leveraged the power of NextJS, and curated beautiful user experience with TailwindCSS and ShadCN, achieving Vercel experience score of 90%.
- Implemented a robust backend API using TypeScript Prisma ORM, seamlessly handling client-side requests to an SQL database, deployed the database to PlanetScale, and minimized server latency.
- Integrated NextAuth.js to bolster the application's security, providing users with a secure and reliable authentication mechanism support for future updates by ensuring code scalability and readability.

Sphere Pillars With ThreeJS - soundpillars.jesusperez.dev

November 2023

- Designed and developed a real-time 3D animated project using Blender, Three.js, Vue.js, and JavaScript to create a visually engaging experience with optional sound frequency onto the model itself.
- Implemented a GUI interface with interactive sliders, allowing users to control various built-in parameters such as wave speed, sphere subdivisions, and pillars, which enhanced user engagement.
- Optimized loading times by employing a single Three.js scene() object, reduced average waiting times by 15% to load model, strategically reduced icosphere divisions, and gained 10% efficiency on web application.

SKILLS

- Technical Skills: Java, JavaScript, NextJS, ReactJS, Swift, Python, Node.js, Vue.js, C++, Node.js, SQL
- Language(s): Fluent in English and fluent in Spanish.