

Carlos Andre Zabala Vargas

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PROFESSIONAL SUMMARY

Driven Software Developer graduating Fall 2025 with Master Professional Certifications in C++, Java, and SQL. Expertise spans Back-End development (C++, Java, C#, MySQL), Cloud Services (GCP), Front-End design (HTML, CSS, JS, Framer), and mobile app creation (SwiftUI). Passionate about 2D/3D Game Development (Unreal Engine 5/C++, Unity/C#), complemented by project management skills (System Analysis and Design), and UNIX/Linux experience.

EDUCATION

LaGuardia Community College

Associates of Applied Sciences - Programming and Software Development

Expected Graduation: August 2025

EXPERIENCE

Pan American International High School | Queens, NY,

September 2020 - Current

After School Teacher - Teacher Assistant

- Class in Computer Building, fundamentals of programming languages, including C++ and C# both basic and OOP concepts.
- Teach students to use Unity game engine for 2D and 3D projects.
- Assisted Computer Science teacher in C++ with OOP, Data Structures as well as simple Algorithm concepts for students.

Pan American International High School | Queens, NY,

September 2020 - Current

Team Leader Success Mentor

- Monitor progress of Success Mentors.
- Supervisor of Success Mentors through project management and Data Management ensuring due dates and new projects/students assigned are on track.
- Co-direct Peer Group Connection (PGC)
- Provide students with academic support to improve their learning and performance, making sure all graduation requirements are met before due date.
- operatively with teachers and support staff to provide appropriate support, deliver outstanding results and best assist student's needs.

TECHNICAL SKILLS

- **Back End Development:** C++, Java, C#, SQL, SwiftUI
 - **Front End Development:** HTML, CSS, JavaScript
 - **Game Development:** Unreal Engine 5 (C++), Unity (C#), 2D/3D Game Programming
 - **Web Design/Frameworks:** Framer
 - **Concepts:** Object-Oriented Programming, Data Structures, Algorithms, Software Development Lifecycle (SDLC).
- **Databases:** SQL
 - **Cloud Platforms:** Google Cloud Platform (GCP)
 - **Operating Systems:** UNIX/Linux
 - **Project Management:** System Analysis and Design (Project Libre)
 - **Concepts:** System Analysis and Design, System/Processor Performance, Network Communication.

CERTIFICATIONS

- **Master C++ - Professional Certification** - [Programiz]
 - Completion Date: May 2025
 - **Master Professional Certificate in Java** - [Programiz]
 - Completion Date: May 2025
 - **Master Professional Certificate in SQL** - [Programiz]
 - Completion Date: May 2025
- **SCO ACE Certification in Unix (Advanced Certified Engineer)**
 - Expected Completion: June 2025
 - **Unreal Engine 5 & Game Development** - [Coursera]
 - Expected Completion: June 2025
 - **Harvard University - CS50** - [Harvard University]
 - Expected Completion: July 2025

PROJECTS

Employee Management System

C++ program to manage employee records in a company. The system allows adding, updating, deleting, and retrieving employee information using all of the advance mechanics from the language.

- Data Structure, Object Oriented Programming
- File, Exception Handling & Threading
- Algorithms, Stand Template Library

Pet Adoption Center

Project about adoption center using Project Management Skills and Web Design. Creating Entire process using Strategy Development, Analysis and Planning, UI/UX Design, Web Development, Testing and Deployment within due dates which was managed using Project Libre.

- Work Based Structure & SWOT Analysis
- Data Flow Diagram & Context Diagram
- Gantt Charts
- Web Development | HTML, CSS & PHP

Game Development | Warm Rain of Summer

Videogame development project using Unreal Engine 5 and C++. Primarily Blueprints for Objects and Environment designed from scratch using Blender and imported assets from FAB. All stages of game development implemented such as Planning, Game Design Document and Production.

- Assets, Character and Environment Design
- Blueprints (C++)
- UI Elements