

Eugenio Ramirez

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EDUCATION

San Francisco State University

Bachelor of Science in Computer Science

Dean's List (Fall 2023 – Present), GPA: 3.6/4.0

San Francisco, CA

Jan. 2023 – Present

EXPERIENCE

Discussion Leader and Grader

San Francisco State University

Jan. 2024 – Present

San Francisco, CA

- Led structured classes of 20+ students three times a week, teaching Java programming and object-oriented principles.
- Graded and provided detailed feedback on student assignments, improving comprehension and performance.
- Completed weekly pedagogy training on effective STEM teaching strategies and active learning.

Software Developer

Independent Game Company

Jun. 2024 – Present

Remote

- Collaborated with a cross-functional team of over 50 developers, artists, and designers to deliver a large-scale online game.
- Developed game features using JavaScript, Node.js, and Phaser 2D, ensuring smooth gameplay and efficient performance.
- Worked with MySQL databases to manage player data and backend operations.
- Contributed code to a large GitHub repository, utilizing Git modules and version control workflows.
- Strengthened teamwork, communication, and agile development skills in a distributed environment.

Cybersecurity Club Vice President

San Francisco State University

Jun. 2024 – Present

San Francisco, CA

- Organized and coordinated club activities, including workshops, cybersecurity competitions, and weekly meetings.
- Led the club by overseeing technical aspects, resolving issues, making key decisions, ensuring smooth operations, and fostering networking opportunities.

PROJECTS

Shiloh Club Penguin Private Server | *JavaScript, PHP, Node.js, XAMPP, TCP Sockets*

2024–Present

- Developed a simple server source implementing core game functionality locally for educational purposes.
- Utilized XAMPP for database management, and Node.js and PHP for server-side operations.
- Implemented TCP socket communications and custom protocol handling for real-time player interactions.
- Designed robust user authentication system and efficient game packet response framework.

Java Chat Client | *Java, WebSocket, JSON*

2024

- Developed the client-side implementation of a real-time chat application.
- Implemented features including user authentication, room creation, and message handling.
- Utilized JSON for data packet formatting and WebSocket for real-time communication.

E-Commerce Website | *JavaScript, HTML/CSS, Node.js*

2023

- Created a full-featured e-commerce platform as part of a class project.
- Implemented user interface using HTML/CSS and dynamic functionality with JavaScript.
- Built backend services using Node.js.

File System | *C, VMware*

Jan. 2025 – May. 2025

- Developed an extents-based file system in C using VMware, enabling file and directory creation, deletion, naming, and management.
- Implemented file transfer functionality and optimized allocation strategy to improve space usage and access times.

TECHNICAL SKILLS

Languages: Java, SQL, JavaScript, HTML, PHP

Frameworks & Tools: Node.js, Phaser, Socket.IO, Git, GitHub, XAMPP, Laragon, FileZilla, phpMyAdmin, DBeaver

Operating Systems: Windows, MacOS, Kali Linux (basic knowledge)