Eugenio Ramirez

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EDUCATION

San Francisco State University   San Francisco, CA
Bachelor of Science in Computer Science   *Jan. 2023 – Present*
Dean's List (Fall 2023 – Present), GPA: 3.6/4.0

EXPERIENCE

1st Place — Meta Track, SF Hacks 2026   2026
SF Hacks   *San Francisco, CA*
- Won 1st place in the Meta track at SF Hacks 2026
- Built Aletheia, a standalone AR OS for Raspberry Pi 4 and Xreal Air 2 Pro glasses running fully on-device with no smartphone or cloud dependency.
- Utilized a yolo26n-executorch model and manually converted two hand tracking models to .pte format using the ExecuTorch pipeline for bare metal inference on the Pi.
- Developed an immersive AR HUD that identifies energy waste and gamifies carbon reduction through spatial overlays.

Software Developer   Jun. 2025 – Present
Online Game Community   *Remote*
- Collaborated with a distributed team of 50+ engineers, artists, and designers to deliver production features in a large shared codebase.
- Developed backend and gameplay features using JavaScript, Node.js, and Phaser 2D with emphasis on performance, reliability, and maintainability.
- Contributed to a Git-based workflow including code reviews and iterative improvements in a multi-developer environment.

Information Technology Specialist   Sep. 2025 – Present
San Francisco State University   *San Francisco, CA*
- Provided technical support to end users via ticketing system, phone, and in-person walk-ins; assisted 200+ users with ServiceNow.
- Supported identity and access workflows including account provisioning and secure configuration management.
- Diagnosed network and system issues while maintaining operational reliability and security best practices.

PROJECTS

Temper Security Simulation Framework   2025
TypeScript, Node.js, TCP/IP, JSON
- Designed and implemented a network attack simulation framework modeling vulnerabilities aligned with OWASP concepts.
- Built a TCP/IP client-server architecture to simulate threat assessment and secure-by-design workflows.

Shiloh Club Penguin Private Server   2024 – Present
JavaScript, PHP, Node.js, XAMPP, TCP Sockets
- Implemented custom TCP socket communications and protocol handling for real-time player interactions.
- Designed robust user authentication and efficient game packet response framework.

File System Implementation   Jan. 2025 – May 2025
C, VMware
- Developed a low-level extents-based file system in C implementing directory management and allocation strategies.
- Strengthened understanding of memory safety, system boundaries, and potential vulnerability surfaces in systems software.

TECHNICAL SKILLS

Programming: Java, JavaScript, TypeScript, SQL, C, PHP, Bash, HTML/CSS
Security Concepts: OWASP Top 10, Threat Modeling, Vulnerability Assessment, Incident Response, Secure SDLC
Tools: Splunk (SIEM), Wireshark, Nmap, Metasploit, Git, GitHub, Node.js, MySQL, ServiceNow, VMware
Cloud & Emerging: AWS (IAM, VPC), ExecuTorch, AR/Spatial Computing, Raspberry Pi
Operating Systems: Linux (Ubuntu, Kali), macOS, Windows