

Carlos Orellana

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EDUCATION

University of Virginia, Charlottesville, VA

Aug. 2024 – May 2026

Bachelor's in Computer Science

- Relevant Coursework: Software Engineering, Software Testing, PL for Web Applications, Software Dev Essentials, Database Systems, Cloud Computing, Machine Learning

Piedmont Virginia Community College, Charlottesville, VA

Aug. 2022 – May 2024

Associate's in Computer Science

- Relevant Coursework: Data Structures & Algorithms, Computer Systems Organization

SKILLS

Programming Languages: JavaScript/TypeScript, Python, Java, C++, PHP, SQL, HTML/CSS

Frameworks: React, Node.js, Django

Tools: Git, GitHub, Docker, Gradle, Composer, JUnit, MySQL, PostgreSQL, SQLite, Figma, VS Code

Core Competencies: Agile/Scrum Methodologies, Object-Oriented Programming (OOP), Software Development Lifecycle (SDLC), REST API Development, Unit & Integration Testing

PROJECTS

LSU Torogoz Chapter Website | React, JavaScript, HTML, CSS

Spring 2026

- Developing a responsive website for the Lambda Sigma Upsilon Torogoz Chapter at UVA, centralizing chapter information, events, and member resources.
- Designed and implemented user interface with React, JavaScript, HTML, and CSS, creating a clean interface for chapter history, events, recruitment, and contact information.
- Integrated social media links, event sections, and an interest form workflow using Google Forms.
- Structured the application using reusable React components, improving code organization, scalability, and maintainability.

Travel Cost Planner | PHP, JavaScript, HTML, CSS, MySQL

Spring 2026

- Developed a full-stack travel expense management platform that enabled groups to track shared trip expenses, calculate balances automatically, and manage costs through a centralized dashboard.
- Designed the user interface and implemented authentication workflows, including user registration and login functionality, improving accessibility and navigation across core application features.
- Modeled the relational database by creating an E-R diagram, defining table relationships, and implementing the MySQL schema using SQL, providing persistent storage for users, groups, trips, expenses, and payments.
- Deployed the application to the UVA CS server and contributed to feature development, supporting multi-user access, expense tracking, group management, and real-time data updates.

Marvel Jeopardy Platform | PHP, JavaScript, HTML, CSS, SQLite

Fall 2025

- Built a full-stack Marvel-themed Jeopardy platform that enabled users to create trivia questions, build custom game boards, and compete through live scoring and turn-based gameplay.
- Architected the application's MVC structure and initial SQLite database schema, providing a maintainable foundation for authentication, question management, game creation, and persistent data storage.
- Implemented secure user authentication, account management, and asynchronous client-server interactions using JavaScript, JSON, and PHP, delivering responsive user experiences through dynamic UI updates.
- Deployed the application to the UVA CS server while contributing UI design and feature development, supporting reliable testing and delivery throughout the software development lifecycle.

Campus Sustainability Platform | Python, Django, PostgreSQL, JavaScript, HTML, CSS

Fall 2025

- Created a full-stack sustainability platform that enabled UVA students to participate in challenges, engage in community forums, track progress through leaderboards, and communicate through in-app messaging.
- Engineered the initial Django application and PostgreSQL database architecture using MVC and REST design principles, providing a scalable foundation for core platform features.
- Integrated Google Authentication and Amazon S3 cloud storage, enabling secure account management and scalable media uploads for user-generated content and events.
- Led quality assurance efforts by designing testing workflows, validating requirements, identifying defects, and supporting Agile/Scrum development practices.