Adam Coronel

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Education

DePaul University – MS in Computer Science — Expected March 2027
University of Illinois Chicago – BS in Computer Science — Dec 2024

Experience

Software Engineering Intern, Blitz.gg – Remote — Jan 2021 – May 2023

- Built a TypeScript/Node.js support agent automating help requests for a 70,000+ user community, reducing manual ticket resolution by 80%
- Designed and implemented an AI-driven ticket categorization system that automatically routed unresolved requests to the correct support channels
- Engineered a multilingual SQL-based translation system enabling automated bot responses across languages
- Took full ownership of projects end-to-end: architecture design, implementation, testing, and deployment without direct supervision

Projects

File Retrieval Engine

- Built a distributed command-line search engine with POSIX sockets, later extended to gRPC and ZeroMQ, enabling scalable RPC and publish-subscribe communication
- Developed benchmarking suite to measure latency, throughput, and reliability under concurrent client load
- Designed data processing pipelines and quality checks to ensure accurate, reliable search results

Sweet Home Finder

- Produced a 90+ page professional software requirements specification for a real community-facing pet adoption platform, covering the full software engineering life cycle from stakeholder analysis to final system design
- Defined 20+ requirement categories including functional, security, usability, performance, dependability, and legal/compliance requirements using industry-standard Software Requirements Specification (SRS) methodology
- Conducted stakeholder analysis identifying clients, end users, and maintenance roles; established mandated constraints across budget, schedule, and implementation environment
- Designed proposed system architecture with subsystem decomposition, UML modeling, use case diagrams, and application of design patterns

Cat & Yarn Video Game

- Developed a physics-based puzzle platformer in Godot as the subject of a full-semester Human-Computer Interaction (HCI) research project, producing a large formal design and evaluation document
- Defined user personas, interaction scenarios, and functional requirements; created annotated user interface (UI) wireframes and full user experience (UX) documentation following HCI methodology
- Conducted 3 structured user studies evaluating usability, game mechanics, and narrative integration, applying iterative design principles across each cycle
- Synthesized user feedback into targeted refinements of level layouts, controls, and interactions; focusing on clarity, affordances, balancing difficulty, and player immersion

Skills

Languages: C, C++, Python, Rust, Java, TypeScript/JavaScript, SQL, Scala, x86 Assembly
Technologies: Node.js, React, Spring Boot, Docker, Terraform, Jenkins, PostgreSQL, AWS, Godot, Bash, Jira, Linux
Practices: Continuous Integration and Continuous Delivery/Deployment (CI/CD) pipelines, Infrastructure as Code, RESTful API design, Enterprise software architecture, End-to-end cloud deployment
Certifications: Microsoft Office Specialist Master
Leadership: Taekwondo 5th Degree Master, Academic Tutor