

Jeremiah Velasquez

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EDUCATION

University of Nevada-Las Vegas

Bachelor of Science in Computer Science, Minor in Software Engineering

Las Vegas, Nevada

Fall 2023 – Summer 2027

College of Southern Nevada

Dual Enrollment Program

Las Vegas, Nevada

Fall 2021 – Spring 2023

EXPERIENCE

Full-Stack Software Engineer

New Technologies, LLC.

January 2026 – Present

Las Vegas, NV

- Used **AWS S3** to create an **S3** bucket to store AI videos instead of locally
- Connected **Veo 3.1 Gemini** to generate AI video using **Node.js demni sdk**
- Used **Git** on an AI-Agent generation project, managing branching/merging, and reviewing pull requests on **GitHub**.

PROJECTS

Personal Media Streaming Server (NAS-Based) | *Bash (Linux Shell), YAML, Plex*

Jan. 2026 – Present

- Designing a self-hosted media streaming server on a **NAS**, gaining hands-on experience with **Linux servers**, networking, and **storage systems**.
- Using Plex Media Server on **Linux**, organizing content through structured file systems and automated **metadata indexing**.
- Optimize local network streaming performance by understanding **client-server architecture**, **HTTP streaming**, and hardware-accelerated **transcoding** constraints

Portfolio Website | *HTML, CSS, JavaScript, Vercel,, Github*

Dec. 2025 – Jan. 2026

- Implemented clean, **semantic HTML** and modern **CSS Flexbox** to ensure accessibility, responsiveness, and cross-browser **compatibility**.
- Added interactive **functionality** with **JavaScript**, like user-friendly navigation.
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- **Deployed** and maintained the website with a focus on **performance**, **maintainability**, and clear presentation of personal projects and accomplishments

Hangman Game | *Python, Tkinter*

May 2025

- Developed a desktop Hangman game using **Python** with a **Tkinter-based GUI**, providing an interactive and user-friendly gameplay experience
- Designed and integrated **GUI components** such as buttons, labels, and dynamic visual updates to reflect player progress
- Structured the application with **modular code** to improve readability, maintainability, and future feature expansion

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, Typescript

Frameworks: React, Node.js, Next.js, Tailwind CSS

Developer Tools: Git, Github, Docker, VS Code, PyCharm, AWS S3, Supabase, Claude, Gemini

Libraries: Tkinter, Plex, Pandas, Lamdas