AMANDA NEGRETE

SOFTWARE ENGINEER AND GAME DEVELOPMENT STUDENT

Baltimore, Maryland | anegret1@umbc.edu | 443-905-7249

INVOLVEMENT

- UMBC Residential Assistant
- Center for Women In Technology Affiliate
- UMBC Dean's List
- UMBC Dog Collar Comedy Member

RELEVANT COURSEWORK

- Data Structures & Computer Algorithms
- Graphics for Games
- Linear Algebra & Calculus I,II
- Machine Learning and Artificial Intelligence
- Software Engineering I
- Database Management
- Computer Networks
- Physics I, II

LINKS!

@AmandaNegrete

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EDUCATION

Bachelor of Science Computer Science

Game Development Track, Minor In Music Composition

University of Maryland, Baltimore County

- Expected May 2026

PROFESSIONAL/TECHNICAL SKILLS

Aug 2022 - Present

- **Developer Tools:** Visual Studio, PyCharm, AWS, Github, JIRA, Unity, and Unreal Engine
- **Languages:** C, C#, C++, Python, JavaScript
- **Frameworks**: HTML, CSS
- Communication & Interdisciplinary Collaborative Work
- Adobe Creative Cloud and Office 360

WORK EXPERIENCE

Internship, UMBC CO-Lab **Summer 2024**

- Collaborated with mentors and peers to develop a virtual tour experience for a local Puerto Rican art museum, *Tola's Room, in Baltimore City*.
- Worked in a cross-disciplinary team to blend storytelling with technology, focusing on accessibility and user experience and immersive digital design

Website and Social Media Manger, UMBC Individualized Studies **Aug 2024- Current**

- Designed and maintained the program's website using HTML, CSS, and C++ for dynamic components, ensuring a responsive and user-friendly interface.
- Mentored students in website development
- Managed and created all content for the program's social media platforms, growing engagement content design and scheduling.

PROJECTS

Procedural Dungeon Level generation- Independent Study **Current/Active**

Sole Programmer| Unreal Engine

Unreal *Engine| C++| GitHub | Mentor: Marc Olano*

- Implementing A* algorithms to implement corridor generation
- Developing a procedural dungeon generation system that dynamically creates varied dungeon maze layouts for replayability.
- Utilizing Unreal Engine's C++ to implement algorithms for level generation

"Retriever Routes" - Team Project **2024**

Co-Programmer| On- Campus Navigation Application

JavaScript | C| CSS| GitHub | JIRA | SCRUM

- Collaborated in the full software development of a on-campus navigation app
- Implementation of Google Maps API In collaboration with Leaflet routing system to create live tracking mapping experience for users
- Utilized GitHub for version control and collaborated closely with team members using JIRA to manage sprint tasks under SCRUM agile methodology.