

## EDUCATION

### University of Central Florida – Orlando, Florida

#### Bachelors in Computer Engineering, Minor in Game Design

Expected Graduation Date: May 2026

- Active student in the Burnett Honors Society
- Related Classes: Java & C Programming, Intro to Discrete Structures, Computer Logic & Organization, Security in Computing, Object Oriented Programming, Video Game Theory & Design, Writing for Technical Professionals, Principles of Chemistry, Calculus III with Analytic Geometry, and Statistics for Engineers

## PROFESSIONAL EXPERIENCE

### Space Port Command & Control Software Development – NASA Internship – Merritt Island, FL

January 2023 – May 2023

- Developed software for the Class A, safety critical, human-rated Launch Control System for the Artemis Program, specifically for the Artemis II rocket software
- Debugged, troubleshooted, participated in and/or facilitating code inspections, increased its performance and code organization to 80%, and reducing time expectancies by 20%
- Tested software for bugs and operating speed, and documented processes to the programming Wiki to increase high production and efficiency by 25%
- Programmed and/or fixed and executed software unit tests, and researched performance issues, benefiting preparation for the next rocket launch

### Model, Simulation & Integration VR (Virtual Reality) – NASA Internship – Merritt Island, FL

August 2022 – December 2022

- Developed simulation software for the command & control system, improving new tactics of a productive, high quality adaptive simulation, which increases training efficiency by 80%
- Collaborated with team members to create an established virtual reality simulation environment, enhancing the continuous improvement by 75% with constructive criticism, productivity, and full documentation
- Participated in meetings with the Human Factor of 20+ members based on the Artemis II mission on Orion's 3D capsule model with ergonomic software, and predicting possible outcomes and measurements of 3D-CAD models reflecting real world configurations
- Retargeted twenty skeletons through Vicon to test multiple outcomes of human movement and working 3D models to an outstanding flow of a simulation, and reducing errors by 60%

### Character/Environmental Artist & 3D Modeler – Intern Pursuit (Cat 5 Studios Internship) – Orlando, FL

January 2021 – July 2021

- Collaborated professionally with the art director and designers to define the project's final design by working to establish a consistent visual direction for characters, environments, props, effects, and mood by using Photoshop and Maya
- Enhanced a broad range of styles from realistic to highly stylized based on goals and direction, in order to produce concept art with an appropriate sense of color, drama, shape language, personality, and design
- Designed and enhanced visually cohesive fictional worlds and characters, environments, and prop concept art in the form of thumbnails, sketches, breakdowns, reference sheets, paintings, and other digital imagery

## PROFESSIONAL LEADERSHIP

### Professional Development Co-Chair for the Society of Hispanic Professional Engineers (SHPE)

August 2023 – Present

- Established clear and consistent communication between board, companies, administrators, and students
- Facilitated the outreach and orientation for the Society of Hispanic Professional Engineers to provide all levels of organization and communications
- Hosted student learning assessments, events, and workshops for professional development in preparation for the 2023 SHPE National Convention for over 100 club members
- Participated in bi-weekly meeting with our board members, by promoting collective problem-solving and smooth event execution

## SKILLS/CERTIFICATIONS

- **Technical Skills:** Model & Simulation, Oculus, Motion Capture, Shogun Vicon Post & Live, MakeHuman, Photoshop, Illustrator, Maya, Blender, Unreal Engine 5, Microsoft Office Suite
- **Software/Programming Languages:** Operating Systems: Linux and Windows, Java, and C
- **Artistic Skills:** Game Design, 3D-Modeling, Painting, Drawing, Mixed Media, & Graphic Design.
- *Adobe Certified Associate: Premiere Pro 2020*
- *Adobe Certified Associate: Visual Design using Adobe Photoshop CC 2015*
- *Adobe Certified Associate: Graphic Design & Illustration using Adobe Illustrator CC 2015*
- *CIW from The National Center of Simulation: Model & Simulation Certified 2019*