

Giovany Martinez-Gutierrez

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EDUCATION

University of California, San Bernardino

Graduation: December 2026

B.S. Computer Science / Engineering

- **Coursework includes:** Computer Software Design, Abstract Data Structure, Machine Organization, Digital Logic, Software Engineering, Linear Algebra, Discrete Mathematics, Intro To AI, Operating systems, Algorithm Analysis, Analog Circuit Design
- **Programming Languages:** C++, Python, Java, JavaScript, Swift, Assembly language
- **Libraries and Developer Tools:** Visual Studio Code, IntelliJ IDEA, PyCharm, Godot, Unreal Engine, Unity,

PROJECTS

Facial Recognition Program/Filter - Python, Visual Studio Code

- Using Python & Libraries such as OpenCV, it is a Facial Recognition/Tracking Program that tracks landmarks on your face as well as your hands
- Secondary use is a real time AR Filter, where you can add accessories to your person and move them with your hands

VR Maze/Puzzle Game – C#, Unity

- Developed a cooperative horror themed VR game in Unity featuring dynamic maze exploration, AI-driven enemies, puzzle-based progression, and an interactive inventory system

Arduino Based LIDAR Scanner System – C#, Unity

- Designed and built a low-cost laser-based distance scanning system using a time-of-flight sensor and servo motor to simulate radar-style environmental mapping
- Implemented real-time distance acquisition and visualized angular scan data through a custom Python interface.

EXPERIENCE

Fontana Unified School District- Fontana, CA

October. 2022 - Present

Avid Tutor

- Guided students in developing critical thinking skills, and problem-solving strategies while also assisting students in understanding complex concepts.
- Fostered a positive and inclusive learning environment, encouraging active participation and engagement.
- Demonstrated strong leadership by setting clear expectations and goals for each tutorial session

Video Editor- San Bernardino, CA

Present

Freelancing

- Created engaging short form videos for podcast channels and Artists, ensuring each clip was captivating including text and image animation to enhance content and illustrate discussion topics while still maintaining a professional and polished look
- Strategically crafting videos to maximize engagement, resulting in over 1,000 cumulative views.
- Managed production schedules to deliver quality videos within tight deadlines.

California State University San Bernardino – San Bernardino, CA

May 2025 - January 2026

Orientation Leader

- Facilitated campus orientation sessions for groups of incoming students during extended workdays
- Maintained organization, energy, and clear communication while addressing questions and ensuring a positive experience
- Collaborated with staff and fellow leaders to adapt to schedule changes and student needs

SKILLS & INTERESTS

Languages: English (Reading, Writing & Conversing), Spanish (Reading & Conversing)

Interest: Videography, Photography, Music (Guitar, Piano), Music Producing ([Spotify](#)), Content Creation ([Youtube](#) , [Twitch](#) , [TikTok](#)), Gaming (PC)

Honors: Knoblock Scholarship, California Scholarship Federation Scholarship