

Bernabe Amaya

bernabeamaya1@gmail.com | 714-650-9249 | Santa Ana, CA 92703

CAREER OBJECTIVE

Aspiring robotics engineer with a solid foundation in computer science, currently pursuing a bachelor's degree in the field. Passionate about developing innovative robotic solutions and leveraging advanced computational skills to solve real world problems.

VOLUNTEER EXPERIENCE

Volunteer Organizer

Card Game Coliseum | December 2017 – December 2019

- Sorted and arranged trading cards by rarity and price range to enhance customer experience and inventory efficiency.
- Assisted in planning and organizing events, ensuring smooth operations and participant engagement.

RELEVANT PROJECTS

Cat Themed Space Invaders (Python)

- Designed and Implemented a Space Invaders game with custom cat themed sprites. Developed using Pygame to enhance programming and game design skills

Crossy Road Recreation (Unreal Engine)

- Recreated the popular game Crossy Road from scratch in Unreal Engine, focusing on gameplay mechanic, level design, and visual fidelity

Compiler Development (C++)

- Built a compiler part of a Compilers and Languages class, showcasing a strong understanding of parsing, syntax analysis, and language processing

SKILLS

- Programming Languages: Python, C++, Java, HTML, CSS, JavaScript
- Game Development: Unreal Engine, Blender
- 3D Modeling and CAD: SolidWorks, Blender

EDUCATION

California State University, Fullerton

Bachelor of Science in Computer Science (Expected Graduation: [2025])

- Current student, third semester

Santa Ana College, Santa Ana, CA

Associate of Science for Transfer (AST) in Computer Science

August 2017 – August 2023