The background features a large, abstract shape composed of orange and black. It has a jagged, irregular top edge, a central dark horizontal band, and a rounded, bulbous bottom right side.

# **init** **BUILD BOOK**

**SPRING 2025**

# BUILD BUILD BUILD

**Develop a technical project  
with a team & gain experience!**

## TEAMS



**Web Development**



**Mobile Development**



**Artificial Intelligence**



**Game Development**



**Cybersecurity**



**Robotics**



**& more!**

## DETAILS

Available Fall &  
Spring - program  
lasts nine weeks

Build with fellow  
students in an  
agile environment

Present your project at INIT Build  
Demo Day to industry partners,  
faculty, and students at FIU!

## BENEFITS

- Add a project and team experience to your resume
- Gain leadership, teamwork, and communication skills
- Receive a completion certificate and merch
- Network with industry partners and recruiters
- Improve your chances of landing an internship/job!

# GET INVOLVED

## SUCCESS STORY

The Dream In Green team collaborated closely with a Miami-Dade nonprofit to revamp its public website and mobile app. The newly designed website has been successfully launched, and the mobile app is currently in the final stages of publication. This impactful project not only supported a meaningful cause but also opened doors to internship opportunities for both team leads.

**Dream In Green X INIT Fall' 24**



## CAREER BOOST

"During my time with the VR team in the Spring 2024 INIT Build program, I worked on a VR game called "Cattrax", which I showcased to a prospective employer—and it helped me land an internship. It's a project we're still actively polishing and preparing to publish."

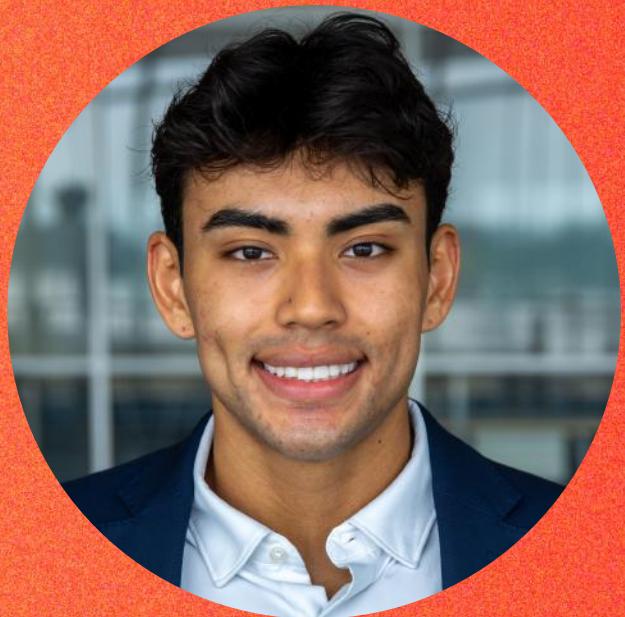
**- Christian Orozco**

# init

## BUILD PMs

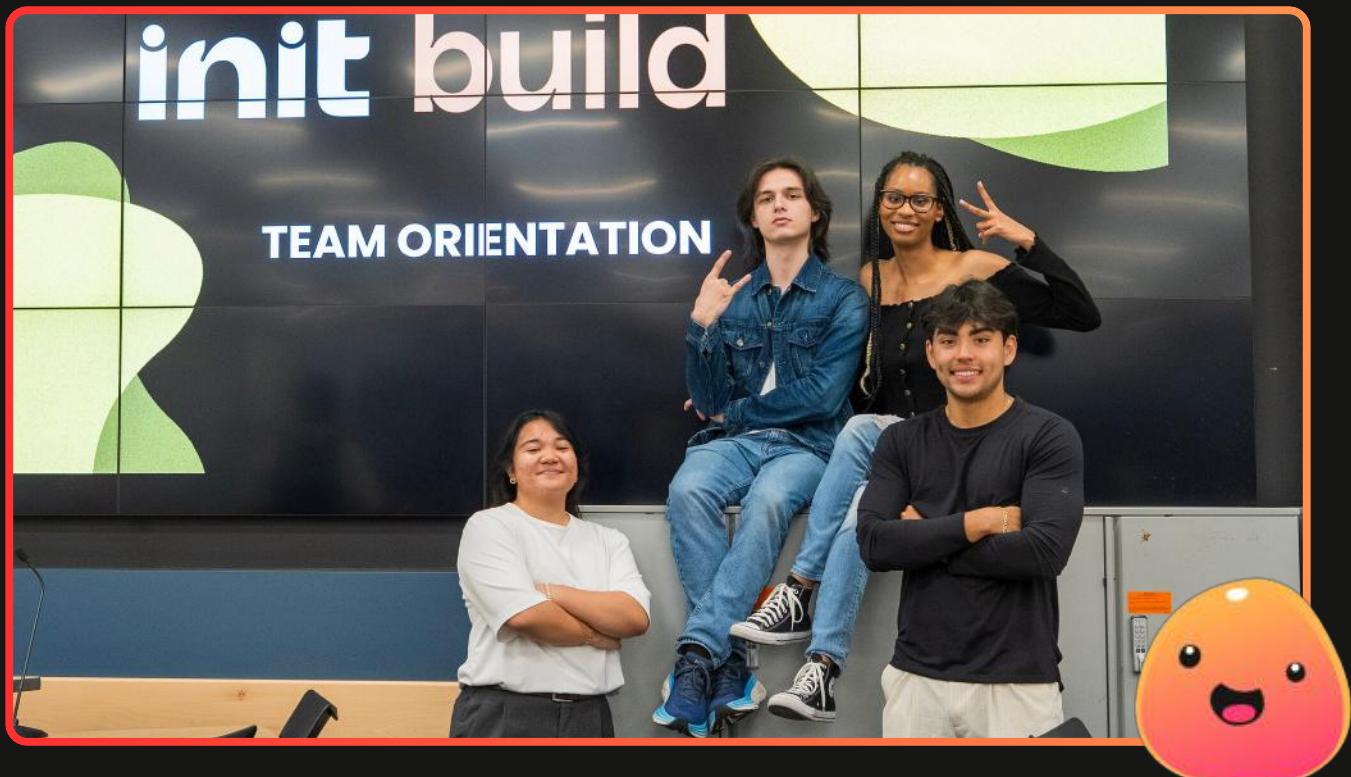


Kerene  
Wright



Miguel  
Restrepo

# ORIENTATION



The INIT Build Program is a 8-9 week, semester-long initiative designed to empower students with a passion for technology, creativity, and community impact. Organized by FIU's INIT student organization, this program guides participants through the full product development lifecycle—from ideation to Demo Day. Multidisciplinary teams of students collaborate to design, develop, and launch meaningful tech projects, all while balancing the demands of coursework and exams. With a strong focus on hands-on experience, leadership growth, and technical skill-building, INIT Build equips the next generation of innovators with the confidence and tools to bring their ideas to life.

# TEAM LEADS



Carlos Melicandia  
Team Lead



Miguel Avila  
Co-Lead

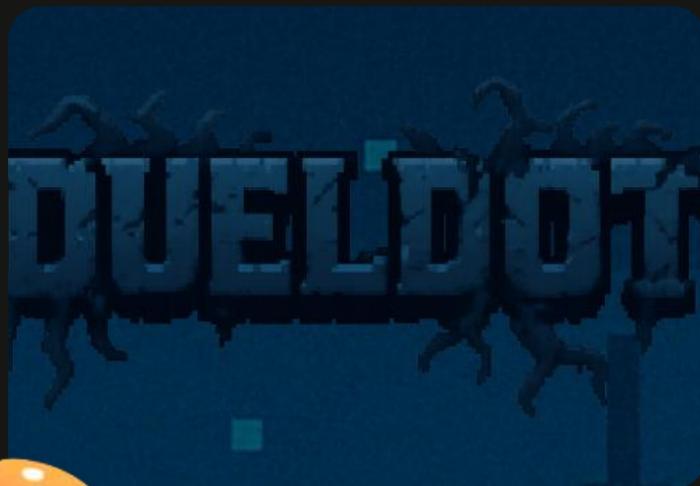


Alejandro Gamarra  
Co-Lead

# WEB DEVELOPMENT

## BEGINNER

### PROJECT DESCRIPTION



A fast-paced 2D shooter where you control a circle and battle against other players using precision shooting and strategic movement. Dodge bullets, take down enemies, and climb the leaderboard in this minimalist but intense multiplayer arena!

Tech Stack: HTML/CSS, JavaScript



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# TEAM LEADS



Nafiul Khalid  
Team Lead



Victoria Marie Saldaña  
Co-Lead



ChatGPT  
Co-Lead

# WEB DEVELOPMENT

## INTERMEDIATE

### PROJECT DESCRIPTION

CreatorsFIU: a virtual marketplace for FIU students to buy, sell, and showcase creative and digital assets. Buyers can even request custom work from creators. Let's code with purpose and build a space where Panthers can grow, create, and ROAR!

Frontend: React.js , Tailwind CSS, JavaScript, CSS, HTML

Backend: Node.js, Express.js

Database: MongoDB, Firebase



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# TEAM LEADS



Henrique Pitta Laranjinha

Team Lead



Kristian Vazquez

Co-Lead

# WEB DEVELOPMENT

## ADVANCED

### PROJECT DESCRIPTION

This FIU Club Directory WebApp makes it easier for students to discover clubs and events without relying on Instagram. It helps newcomers find their community with features like an event timeline, expandable event cards, and tabs for followed clubs vs. general discovery. Students can RSVP (within capacity) and comment to connect and engage with others.

Tech Stack: React, Tailwind CSS, Django , PostgreSQL



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# TEAM LEADS MIXER



This semester, we hosted a Team Lead Mixer, giving prospective members the chance to meet with current team leads, ask questions about their projects, and explore opportunities to join a team that aligned with their interests. The event also allowed team leads to connect with potential members and identify individuals they were excited to bring onto their teams.

# TEAM LEADS MIXER



# **TEAM LEAD**



Daniel Rawana

Team Lead

# ARTIFICIAL INTELLIGENCE

Beginner

## PROJECT DESCRIPTION

RunwAI: Your friendly AI wardrobe assistant! Keep track of your clothes, instantly generate stylish outfits, and more! Get smart about your wardrobe management with RunwAI.

Tech Stack: Supabase, Flask, React.js



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# TEAM LEADS



Pooja Lad  
Team Lead



Ronaldo Carrazco  
Co-Lead



Lucas Arabi  
Co-Lead

# ARTIFICIAL INTELLIGENCE

Advanced

## PROJECT DESCRIPTION

A butterfly detector which captures images and videos of butterflies using a web camera and classifies its species using an AI model and presents statistics on butterfly count, species compositions, and correlations with climate characteristics.

Tech Stack: Raspberry Pi 4, Web Cam, Python, MongoDB, Node.js, React, TensorFlow



[\*\*LINK TO PROJECT!\*\*](#)

[\*\*PROJECT DEMO\*\*](#)

# **TEAM LEAD**



Raeus Aranguren-Viegas

Team Lead

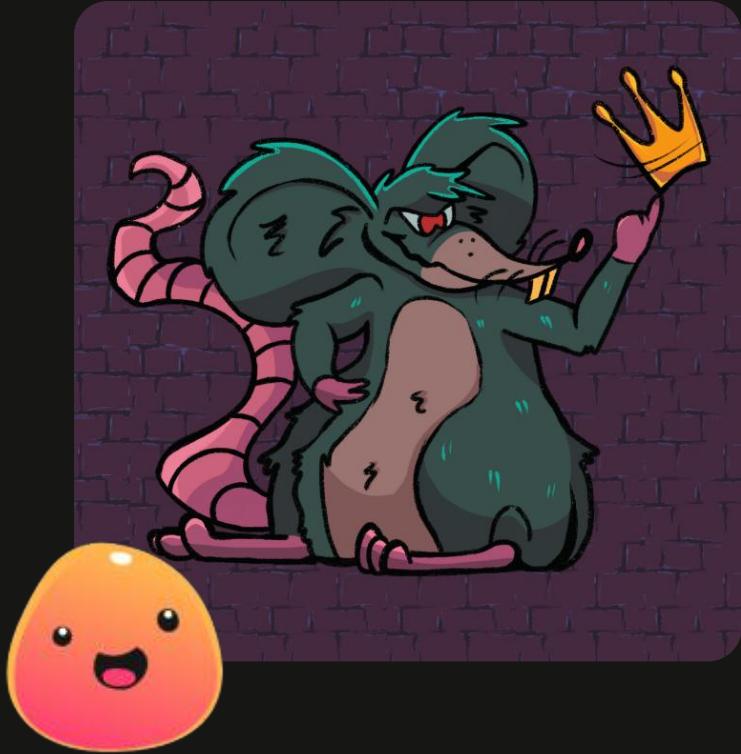
# 2D GAME DEVELOPMENT

Beginner

## PROJECT DESCRIPTION

A Rogue-like minion collector. You play as a rat infecting other rats to collect as many as you can to aid you in defeating a boss after a certain amount of time.

Tech Stack: Unity 2D URP, Github, Any Pixel or Vector Art Software



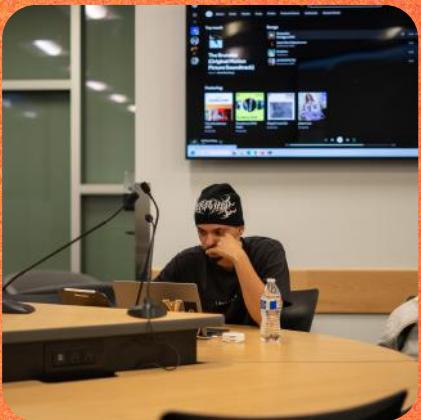
[LINK TO PROJECT!](#)

# MID-SEM HACKATHON



The INIT Mid-Semester Hackathon gave Build teams a much-needed momentum boost after spring break. Whether teams were catching up, refining ideas, or starting fresh, the event provided the perfect space to collaborate, refocus, and make meaningful progress before the rush of midterms and finals. It was a chance to reignite creativity, connect with peers, and keep the Build energy alive.

# MID-SEM HACKATHON



# **TEAM LEAD**



Ethan Drouillard

Team Lead

# 3D GAME DEVELOPMENT

Beginner



## PROJECT DESCRIPTION

Student led rendition of the popular game Overcooked! Where players will take orders and prepare meals to serve to customers.

Tech Stack: Unity, Blender  
Visual studio code,  
PolyPizza



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# **TEAM LEAD**



Miguel Cellamare

Team Lead

# 3D GAME DEVELOPMENT

Advanced



## PROJECT DESCRIPTION

A cozy fishing game starring Castaway the bear. You're now stranded on an island with nothing but the ocean around you. You must make it back home by any means necessary. This game was made with Unity, and its assets were done in Blender. Includes realistic waves, lots of fishing with inventory management, detailed descriptions, immersive environment, money making, and much more.

Tech Stack: Unity, Blender, C#, GIT, Procreate



[\*\*LINK TO PROJECT!\*\*](#)

[\*\*PROJECT DEMO\*\*](#)

# TEAM LEADS



Ricardo Garcia  
Team Lead



Raidel Almeda  
Co-Lead

# VIRTUAL REALITY

Intermediate

## PROJECT DESCRIPTION

We want to help people achieve their goals in VR by creating a system that rewards players for using certain applications. This could incentivize the user to either strengthen their virtual fitness goals or even gaming goals.

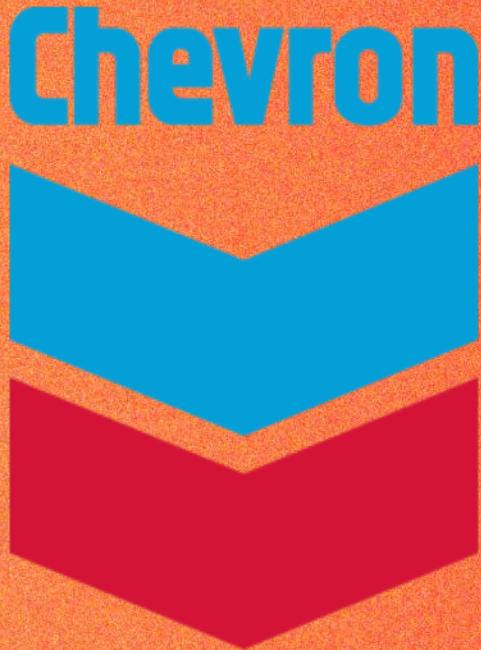
Tech Stack: Meta vR , Oculus SDK , Unity and C#



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# WEEK OF CHEVRON



As part of an unforgettable April Fool's prank, we playfully announced that INIT Build was cancelled—only to reveal a surprise twist: Chevron had stepped in as a sponsor! The company generously offered the time and expertise of their AI/ML, VR/XR, Web Development, Mobile, and Software Engineering professionals to mentor and support our Build teams, giving students a rare opportunity to collaborate directly with industry experts.

"The week of chevron was hectic in the best way possible, the team learned and grew a ton. Thank you to the Chevron engineers for the opportunity to work alongside such smart and kind individuals." - Web Dev Beginner

"Oh boy. It was a NEEEED!! helped a lot to push my team to wrap up final product. Thank you INIT FIU for hosting this for us.... " - Web Dev Intermediate

"An amazing experience, lots of great feedback. Having Chevron give us guidance on our last push towards demo day was a great motivator!" - XR

"It was great the chevron engineer gave us feedback on the app then helped us brainstorm ideas for after build because my team plans on deploying the app....stuff like whats feasible whats not it was super helpful" - Mobile Dev

"Our meeting with Chevron was very insightful and helped us explore new and different ideas on how to tackle aspects of our project we were uncertain of. Beyond our project-specific questions, our expert was more than welcoming and knowledgeable for questions that extended to general ML, the tech career field, and what it takes to be a member of Chevron's team." - AI Adv.

"He gave us a lot of pointers on how to develop our skills in unity and what steps to take later on if we want to keep doing game development or anything similar with unity" - 3D Game Dev Adv.

"The meeting went really well—he liked our project and spent about an hour talking with us, offering valuable tips on deployment. He also shared his email and expressed interest in staying in touch." - Web Adv.

"The meeting with Irpan was extremely beneficial because it allowed us to clarify all the doubts that we had regarding the machine learning model. He gave us excellent advice regarding the model that we were using and how we were recording our data. He also explained a lot of the culture at Chevron and told us about his experience working full-time. It was amazing to get a fresh and insightful perspective from an expert in the industry!" - Hardware/ML

# TEAM LEADS



Felix Jarquin  
Team Lead



Christian Orozco  
Co-Lead

# **XR EXTENDED REALITY**

**Intermediate**



## **PROJECT DESCRIPTION**

Join a small group of users as they journey across the most popular spots in FIU and see them come to life in XR! See Roary as he takes you on an augmented adventure across campus with fun interactive events that activate when you show your panther spirit!

Tech Stack: Meta Quest, Unity, Meta all-in-one-SDK



**[LINK TO PROJECT!](#)**

# TEAM LEADS



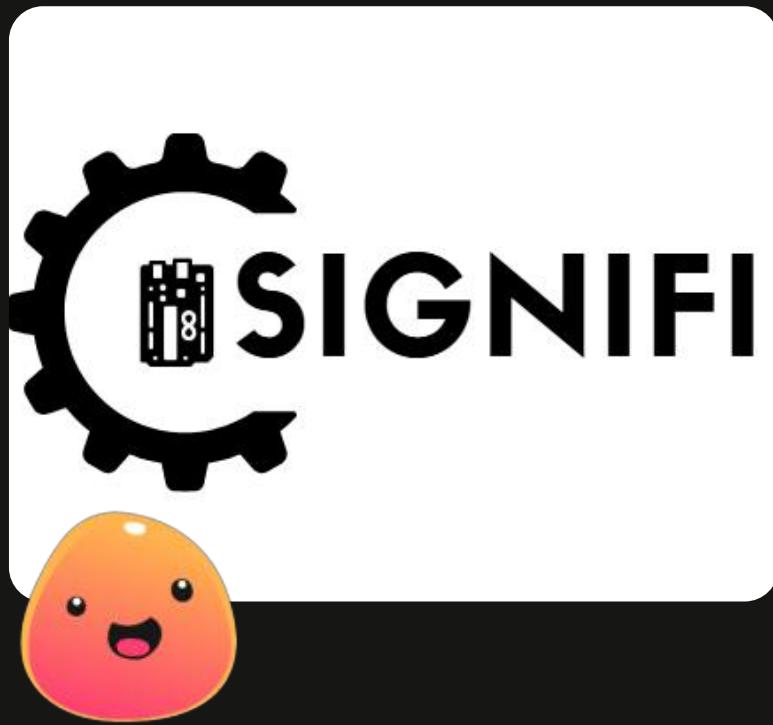
Ashley Prado  
Team Lead



Fabienne Olibrice  
Co-Lead

# HARDWARE X MACHINE LEARNING

Beginner



## PROJECT DESCRIPTION

We built an ASL Recognizer Glove using flex sensors, a gyroscope/accelerometer, and an Arduino Mega to detect and translate ASL gestures. Sensor data is processed with C/C++ and Python, then used to train a Random Forest model for accurate recognition.

Translations are displayed in real-time through a custom interface.

Tech Stack: Arduino Mega, Flex Sensors, MPU-6050 Gyroscope/Accelerometer, C/C++, Python



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# TEAM LEADS



**Michael Cardentey**  
**Team Lead**



**Jason Jabech**  
**Co-Lead**

# MOBILE DEVELOPMENT

Beginner



## PROJECT DESCRIPTION

Discover your love for movies and connect with others using our social media app made by movie fans, for movie fans. Write your reviews, connect with others, and rise through the ranks of critics. Whether you're into block busters or hidden gems, this app helps you find your next watch and movie circle.

Tech Stack: Swift, Firebase, TMDB API



[LINK TO PROJECT!](#)

[PROJECT DEMO](#)

# BUILD GAMES DAY



Build members took a well-earned break from their projects during INIT Build Games Day—a night filled with games, laughter, and great vibes. It was the perfect opportunity to unwind, enjoy some friendly competition, and connect with fellow builders. With snacks, refreshments, and plenty of fun, the event brought everyone together for a memorable evening of relaxation and camaraderie.

# LAST PUSH HACKATHON PART I & II



As Demo Day approached, Build teams gave it their all during the Final Push Hackathon. Held on April 15th and 17th, this event was a focused sprint to polish projects, fine-tune demos, and rehearse pitches. Teams squashed last-minute bugs, smoothed out UI flows, and sharpened their presentations in preparation for the big day. With determination and teamwork, builders made every hour count in the final stretch toward showcasing their hard work.

# LAST PUSH HACKATHON PART I & II





# STAY IN CONTACT

## FOLLOW OUR SOCIALS



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