

## **EDUCATION**

**Miami, FL - Bachelor of Arts in Computer Science**  
Florida International University; Miami, FL

**June 2026**

## **SKILLS**

- Proficient in programming languages: Java, Python, and JavaScript.
- Proficient in using eXtreme Script Editor (XSE) for scripting and automating custom game events and interactions
- Experience with software development tools such as IntelliJ and Eclipse
- Proficient with HTML for web development projects, including creating and styling web pages
- Proficient in Microsoft Office suite
- Experience with GIMP and Photoshop for graphic design
- Fluent in English and Spanish

## **RESEARCH EXPERIENCE**

- Applied Java programming skills in practical projects and assignments
- Completed coursework in Data Structures, Algorithms, Discrete Structures, and Systems Programming
- Created scripts in Python to automate various aspects of game creation, demonstrating practical application of programming skills
- Utilized Linux operating system and Nautilus file manager for efficient file management and collaboration in research projects

## **EXPERIENCE**

**Miami Palmetto Senior High School, Girls Soccer Junior Varsity** | Miami, FL

**January 2023 - Present**

*Head Coach*

- Utilized TeamSnap to schedule players' games and practices, ensuring coordination with academic commitments
  - o Strategized game plans and provided tactical guidance during matches
- Lead training sessions and drills to improve players' skills and performance
- Mentored players to enhance soccer abilities and teamwork

**Miami Palmetto Senior High School, Girls Soccer Varsity** | Miami, FL

**January 2021 - Present**

*Assistant Coach*

- Assisted head coach in planning and executing practice sessions
- Utilized TeamSnap to schedule players' games and practices, ensuring coordination with academic commitments
- Analyzed opponents' strengths and weaknesses to inform game strategies

## **PROJECTS**

**Personal Game Development** | Miami, FL

**March 2023 - Present**

- Developed complex event scripts using XSE (eXtreme Script Editor) to create custom game events, dialogues, and interactions.
- Developed tools/scripts in Python to automate various aspects of game creation (e.g., data extraction, patch creation).
- Designed and integrated custom sprites, tilesets, and background graphics using tools GIMP or Photoshop.
- Self-taught game development and techniques through online resources and community mentorship.