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## EDUCATION

**Tulane University** – *Bachelor of Science, Economics* New Orleans, LA | 2023  
*Relevant Coursework:* Calculus I & II, Algorithms, Discrete Math, Computer Systems and Networking, Data Science, Machine Learning | *Honors:* Tulane Leadership Merit Award  
**Hunter College High School** – *High School Diploma* New York, NY | 2019  
*SAT:* 1550/1600 | *Honors:* National Hispanic Scholar Award, National Merit Scholar Finalist  
**Harvard edX Course** – *Introduction to Game Development* Remote | 2023

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## PROFESSIONAL EXPERIENCE

**DataAnnotation** – *AI Software Developer* Remote | 2024 – 2025  
– Designed complex math and coding prompts to evaluate reasoning and problem-solving in AI models.  
– Developed 2D/3D games, apps, and web tools to include in creating challenging prompts.  
– Analyzed and debugged AI-generated code, providing step-by-step breakdowns.  
– Debugged and corrected AI-generated API calls, improving model robustness in real-world application tasks.  
– Reviewed diverse project code, gaining exposure to multiple development stacks.  
**Mighty Oak** – *Animation & Research Intern* Remote | 2022  
– Researched animation trends and innovation to inform content strategy.  
– Proposed original content ideas and created executive-facing pitch decks to support creative development.  
**Jigsaw Productions** – *Production Assistant* New Orleans, LA | 2021  
– Supported on-set logistics and interview coordination for Netflix’s *How To Change Your Mind*.  
**Jigsaw Productions** – *Archivist Intern* New York, NY | 2018  
– Archived footage from diverse sources, organizing metadata for Discovery’s *Why We Hate*.  
**Jigsaw Productions** – *Research Intern* New York, NY | 2017  
– Conducted in-depth research and image sourcing for ESPN’s *Enhanced* series.

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## PROJECT EXPERIENCE

**Game Development** – *On-Chain Game Competition & Personal Projects* Remote | 2023 – 2025  
– Built a blockchain multiplayer city builder in Unity, integrating Dojo/Starknet for persistent game state.  
– Designed core mechanics like tile ownership, building logic, and player progression on-chain.  
– Architected systems for smart contract interactions to handle real-time player data and asset transfers.  
– Created 3D games and prototypes in Unity, integrating assets and environments built in Blender.  
– Designed and animated custom scenes, models, and interactions for gameplay and cinematic storytelling.  
**Machine Learning** – *Kaggle ML Competition* New Orleans, LA | 2022 – 2023  
– Built classification models using Logistic Regression and XGBoost to predict March Madness outcomes.  
– Extracted features from seeding, KenPom, FiveThirtyEight, and betting data; cleaned historical datasets.  
– Optimized models via cross-validation and feature tuning to improve accuracy.  
**Data Science** – *NYC School Closures Analysis* New Orleans, LA | 2022  
– Analyzed demographic and performance data to predict school closures using logistic regression models.  
– Discovered strong correlation between dropout rates of male and Black students and school closures.  
– Visualized disparities across gender and race; emphasized need for targeted policy interventions.

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## SKILLS

**Languages & Frameworks:** Python, JavaScript, TypeScript, SQL, C++, C, C#, PHP, Go, Swift, Kotlin, Rust, Bash, R, Ruby, Lua, Cairo  
**Dev Tools:** Unity, Three.js, React, Node.js, Svelte, Flutter, Vue.js, Next.js, Angular, Git, Docker, Ruby on Rails, SwiftUI, Kotlin Multiplatform, RapidAPI, Gradle, Maven, GraphQL  
**Data & ML Tools:** Pandas, NumPy, Scikit-learn, Matplotlib, Seaborn, Plotly, PyTorch, TensorFlow, PySpark, XGBoost, Tableau, Jupyter  
**Creative Tools:** Photoshop, Illustrator, Premiere, After Effects, Blender, Logic Pro, Audacity  
**Other:** Sports Analytics, Music Production, Drawing & Illustration, Spanish