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SUMMARY

Creative and technically versatile software developer with expertise in game development, interactive web applications, and AI tools. Skilled in building full-stack systems using Unity, React, and Python, with experience in blockchain integration and AI-driven content generation. Combining strong technical implementation with intuitive design to create engaging user experiences. Seeking roles in software, game, or web development.

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

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*.
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PROJECT EXPERIENCE

NPC Forge – AI Character Generator for Games

- Built Next.js/TypeScript app using OpenAI APIs (GPT-4o-mini, DALL-E) for AI character generation
- Created responsive UI with Tailwind CSS for character profiles, dialogue, quests, and AI portraits
- Developed from concept to v0.2.0 in under two weeks, with full documentation and export features

On-Chain City Builder – Blockchain-Integrated Game

- Developed a Unity multiplayer city simulation with on-chain data persistence via Dojo/StarkNet
- Implemented smart contracts for land ownership and economic simulation
- Built circular economy system with interdependent buildings and resource flows

Medieval Fantasy RPG – Unity Game with AI Systems

- Engineered a 3D RPG with modular character progression and equipment-based attributes
 - Implemented finite state machine AI for enemy behaviors with NavMesh pathfinding
 - Created combat system supporting both melee and ranged weapons with animations
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SKILLS

Programming: JavaScript/TypeScript, Python, C#, C/C++, HTML/CSS, SQL, Cairo

Frameworks & Tools: Unity, React/Next.js, Git, VS Code, Tailwind CSS, Bash/Shell

AI & Data: OpenAI API, Pandas, NumPy, Scikit-learn, XGBoost

Creative: Blender, Photoshop, Illustrator, Premiere Pro

Other: Sports Analytics, Music Production, Drawing & Illustration, Spanish