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## SUMMARY

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

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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*.
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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
- Delivered full-featured application in under two weeks, with export tools, AI generation, and documentation
- Structured scalable architecture with modular components for future feature expansions

**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 Science:** OpenAI API, Pandas, NumPy, Scikit-learn, XGBoost

**Creative:** Blender, Photoshop, Illustrator, Premiere Pro

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