Gene Bordegaray

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EDUCATION

University of California, Los Angeles (UCLA), Los Angeles, CA   In Progress (Sophomore)

Bachelor of Science, *Computer Science and Engineering* | GPA: 3.7

- Current Classes: Software Construction, Intro to Computer Organization, Linear Algebra, Planetary Studies 1
- Related Classes: Intro to Computer Science, Data Structures and Algorithms, Calculus 1,2&3, Physics for Engineers

San Ramon Valley High School, Danville, CA

- Top 1% of 2021 graduating class
- GPA: 4.78 Weighted (10-12), 4.0 Unweighted (9-12)
- Relevant Coursework: AP Comp. Sci Principles/A | AP Calculus AB/BC | AP Physics: Mechanics C | AP Chemistry

EXPERIENCE

TruCode | Intern   May 2019 - September 2019

- Backend development focusing in C#
- Highlighted on utilizing good object-oriented programming principles
- Designed efficient algorithms with efficient time complexity to access data
- Effectively communicated with peers and employers to efficiently resolve issues

Programming Languages

- Used: C++ | C# | C | Java
- Learning: Linux | Python | JavaScript | React

PROJECTS

Content Monitor   May 2019 - September 2019

- Created application to do the following (C#):
    - Read raw JSON and XML files
    - Store file contents in a collection of optimized data structures
    - Sort the file contents in a readable manner and allow for coherent access
- Applied proper object-oriented programming skills
- Became comfortable with advanced libraries such as JSON.net and RegEx

FPS Video Game (In Progress)   September 2022 - Present

- Working on creating my own first person shooter game with Unity's engine
- Quickly picking up using 2 and 3 dimensional vectors
- Interactive and engaging movement (sprinting, sliding, jumping)
- Basic map design and development for a good player experience
- Planning to create a multiplayer server

Super Peach Sisters   February 2022 - March 2022

- Made recreation of Super Mario Bros within Visual Studio
- Great usage of polymorphism and inheritance to optimize game run-time
- Focused on character collisions and hit boxes to ensure correct interactions
- Grasped how to efficiently debug a larger project

Clubs

ACM Studio   August 2022 - Present

- Revolves around game development and VR (uses Unity engine)
- Workshops to learn about how to use Unity or develop games in general
- Aspiring to become a club officer this school year
- Community of people who share the love for video games