

CAMILA GUZMAN

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GitHub | <https://github.com/Goldencami>

WORK EXPERIENCE

AR/VR Developer Intern | Cyberjustice Laboratory

Jan 2025 – Aug 2025

Contributed to a VR application on Meta Quest 3 that transforms 2D images into interactive 3D models, enhancing user engagement through immersive visualization. Helped design virtual training simulations to support experiential learning in legal education, enabling users to analyze and interpret interactive environments. Used tools like Unreal Engine and MetaXR to build user interfaces and environments optimized for VR.

Software Developer Freelancer | HLD Taekwondo

Jan 2025 – March 2025

Contributed to the maintenance and enhancement of an application to improve the judicial system, utilizing C# and React. Collaborated with the development team to implement new features, optimize performance, and ensure a user-friendly interface. Maintained new implemented code or existing code to correct reported problems.

Software Developer Part-Time Intern | Cyberjustice Laboratory

Sept 2024– Dec 2024

Contributed to the maintenance and enhancement of an application to improve the judicial system, utilizing C# and React. Maintained new implemented code or existing code to correct reported problems. Collaborated with the development team to implement new features, optimize performance, and ensure a user-friendly interface.

PROJECTS

Personal Web Page

2019 – PRESENT

Built and maintain a personal portfolio website showcasing my art and programming projects using HTML5, CSS, and JavaScript.

COMP353 – Database Web Application

Summer 2024

Developed a GUI to facilitate interactions of the end-users with the system using MySQL and PHP. Implemented triggers and constraints to manage data. Integrated JSON handling for input updates and error-handling popups with JavaScript.

SOEN287 – Software Licenses' Manager

Fall 2023

Developed a system to generate, store, and validate serial numbers for software licenses. Used HTML5, CSS, JavaScript for the frontend, and SQL for backend data storage.

SKILLS

- Languages: Fluent: English & French – Native: Spanish
- Coding languages: React, Python, Java, C/C++, C#, SQL, JavaScript
- Tools: Visual Studio, VScode, MySQL, GitLab, GitHub
- Operating Systems: Windows

EDUCATION

Concordia University, Montreal, QC | Bachelor's in Computer Science

2022 – 2026

Webmaster (2024–2025) for the Engineering & Computer Science Association. Managed and updated the ECA website using WordPress.