# Javier Betancourt

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## EDUCATION

**Texas A&M University**　　　　　　　　　　　　　　　　　　　　　　College Station, TX
Honors Bachelor of Science in Computer Science; Minors in Mathematics, and Game Design　　　Expected in May 2026
**GPA:** 3.70

**Relevant Coursework**: Honors Program Design and Concepts, Honors Discrete Math, Data Structures and Algorithms, Computer Organization, Programming Languages, Design and Analysis of Algorithms, Honors Intro to Computer Systems, Intro to Software Engineering

## EXPERIENCE

**Undergraduate Researcher**　　　　　　　　　　　　　　　　　　　　College Station, TX
Researcher - PSI Lab　　　　　　　　　　　　　　　　　　　　　　　Aug 2024 – Present
- Developing a stress management methodology using Unreal Engine and biofeedback sensors to provide a more engaging and immersive experience when compared to traditional interventions.
- Incorporating positive and negative reinforcements into the core gameplay by using real-time heart rate data to dynamically adjust the experience to the player's current state, helping to ease stress and create a more balanced, soothing experience.

**Texas A&M Cybersecurity Club**　　　　　　　　　　　　　　　　　　College Station, TX
Tech Lead Officer　　　　　　　　　　　　　　　　　　　　　　　　May 2024 – Present
- Transitioned the club's SQLite database to Elasticsearch indices, enhancing flexibility in managing member profiles by translating complex SQL queries into efficient Elasticsearch queries.
- Collaborated with a cross-functional team to streamline club operations, facilitating more effective event scheduling and enabling club officers to track event attendance and overall member engagement metrics in a more accessible way.

**Texas A&M University - Department of Computer Science and Engineering**　　　College Station,, TX
Undergraduate Teaching Assistant in Program Design Concepts　　　　　　　　Feb 2024 – Present
- Mentored students during weekly labs, enhancing their C++ skills through error resolution and concept reinforcement while collaborating with instructors to support a dynamic learning environment for over 800 students.
- Contributed to the plagiarism team by implementing strategies to uphold academic integrity and promote a culture of honest scholarship.

## SKILLS, CERTIFICATES, AND INTERESTS

**Skills**: Fluent in HTML, CSS, Java, C++, C#, Python, Assembly, SQL, Elasticsearch, Git, English Spanish
**Certifications & Training:** 8 Professional Development Hours (Fundamentals of Cyber Security)
**Interests:** Software Development, Game Development, Digital Design, Artificial Intelligence, Biofeedback Game Sensors

## PROJECTS

**Wordle**　　　　　　　　　　　　　　　　　　　　　　　　　　　　April 2024
- Revamped and redesigned Wordle from start to finish using Java and JavaFX. Implemented a more efficient method for saving scores and updating player statistics in real-time during gameplay, while enhancing the overall user experience.

**Reveille Reserve**　　　　　　　　　　　　　　　　　　　　　　　　January 2024
- As a group participating in TamuHack, using HTML, Python, and CSS, we designed a website in 24 hours to help people set saving goals on a month to month basis.