

Javier Betancourt

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EDUCATION

Texas A&M University

Bachelor of Science in Computer Science (Honors); Minors in Mathematics, and Game Design

GPA: 3.70

College Station, TX

Expected in May 2026

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

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

EXPERIENCE

Undergraduate Researcher

Researcher - PSI Lab

College Station, TX

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 Tech Committee

Tech Lead Officer

College Station, TX

Feb 2023 – 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

Undergraduate Teaching Assistant - CSCE 120 Program Design Concepts

College Station,, TX

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.

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.