Javier Betancourt

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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.

EDUCATION

Texas A&M University   College Station, TX
Bachelor of Science in Computer Science (Honors); 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