

ISRAEL REVELES LOPEZ

Arlington, TX 76006 • israrelo@gmail.com • (682) 456-9653 • github.com/IReveles • linkedin.com/in/israelreveles

Education

Oklahoma Christian University

B.S. degree in Computer Science with Gaming and Animation - GPA: 3.76
Magna Cum Laude – President's List & Honor Roll Recipient
Two-time Scholar Athlete Award

Edmond, OK
May 2025

Universidad Cuauhtémoc

Technical Degree in Computer Science and Intelligent Systems - GPA: 9.35/10 (Mexican Scale)

Aguascalientes, Mexico
June 2021

Technical Skills

Programming: Java, JavaScript, C++, C#, HTML, CSS

Frameworks & Libraries: Vue.js, Vuetify, Node.js, Express, Sequelize, Tailwind CSS

Tools & Technologies: Git (Version Control), Visual Studio Code, MySQL, Postman, REST APIs, Figma

Methodologies: Agile Development (Standups, Sprint Planning)

Core Competencies: Problem-solving, Effective Team Collaboration

Languages: Spanish (Native), English (Fluent)

Experience / Projects

Oklahoma Christian University

Career Services Website – Full-Stack Developer

Edmond, OK
January 2025 – May 2025

Built a web platform to help students track tasks, events, and progress with career services.

- Designed and built student and admin dashboards using Vue.js and Vuetify, improving task tracking.
- Implemented backend routes and Sequelize models with Node.js and Express to support dynamic content.
- Created task, event, and role management features by building REST APIs and interactive components.

Oklahoma Christian University

Resume Builder Website – Full-Stack Developer

Edmond, OK
October 2024 – December 2024

Created a web application for students to build, preview, and manage resumes with dynamic data.

- Implemented SQL database integration to store PDF resumes generated by users.
- Created backend routes to support full CRUD functionality for user data including experience, education, personal info, and skills.
- Built collapsible sections with selectable and addable fields for user information using Vue.js and Vuetify.

Oklahoma Christian University

3D Arcade Combat Game – Gameplay Developer

Edmond, OK
August 2024 – October 2024

Implemented core gameplay mechanics in a 3D arcade combat game as a part of a 6-person development team.

- Programmed player movement, melee combat logic, and health system using OOP principles.
- Designed and implemented the main menu.
- Participated in team playtesting sessions and Git-based collaboration to identify and resolve bugs.

Oklahoma Christian University

Point of Sale System – Software Developer

Edmond, OK
November 2022 – December 2022

Developed a desktop POS system for retail simulation as a school project using Java.

- Built modules to manage inventory, tax categories, cashiers, and sales operations.
- Implemented worker login, multi-method payment support, and session summaries.
- Designed a desktop user interface using Java Swing.