

Isaac Sanchez

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EDUCATION

University of Illinois at Chicago (UIC), Chicago, IL

Expected: May 2024

Bachelor of Science in Computer Science & Minor in Art

GPA: 3.94/4.0

Relevant Coursework: Artificial Intelligence, Creative Coding, Software Design, Software Engineering I, User Interface Design

President's Award Program Scholarship, UIC

2020, 2021, 2022, 2023

- Completed activity contracts for each semester until the end of junior year, to improve academic, social, and leadership/professional skills through related university activities
- Earning above a 2.75 GPA at the end of each semester at UIC to ensure academic excellence

SKILLS

Programming Languages: C, C++, C#, GameMaker Language (GML), HTML, JavaScript, Python

Software: Excel, Word, PowerPoint, Git, GitHub, Unity

Languages: Seal of Biliteracy in Spanish (intermediate speech)

Certifications: C# for Unity Game Development, 2023; Unity 3D 2021 Essential Training, 2023; Learning Git and GitHub, 2023; Animation Foundations: Drawing Cartoon Characters, 2022 (LinkedIn Learning)

PROJECTS

Pineapple Cleaning Products (Unity Project), UIC, Chicago, IL

September 2023 – December 2023

Semester Project, Computer Science Creative Coding

- Collaborated with 2 graphic design students in an interdisciplinary team to develop a Unity project for UIC's Electronic Visualization Lab's CAVE2™ virtual environment
- Designed several 2D typographic objects reflecting household appliances to convert into 3D models in Maya
- Exhibited project alongside team in the CAVE2™ environment with around 50 audience members

Pest Guard, UIC, Chicago, IL

September 2023 – November 2023

Semester Group Project, Computer Science User Interface Design

- Conceptualized a web application for identifying and eliminating garden pest with a team of 4
- Conducted 3+ user tests alongside group members to gauge the learnability of our application, and made adjustments in design to address usability issues, totaling 3 paper design iterations
- Programmed final iteration alongside team using CSS, JavaScript, jQuery, and HTML5, and deployed through Vercel

Keno (Java Gambling Program), UIC, Chicago, IL

March 2022

2nd Project, Computer Science Software Design

- Created a simulation of the Keno gambling game using JavaFX
- Designed a wireframe diagram to illustrate transitions between each JavaFX scene
- Drafted and programmed the user interface of each of the 5 JavaFX scenes, from designing a scene that allowed players to choose which numbers to play, to making a scene with game rules
- Generated 25 test cases to ensure that if a certain amount of a player's numbers is drawn, then a specific amount of virtual money is provided

PROFESSIONAL ASSOCIATION

Association for Computing Machinery (ACM), UIC, Chicago, IL

January 2023 - Present

SIG Game General Member

- Attend weekly meetings in-person and online to share progress on Unity game project and to learn new tools and concepts suited for Unity and C# development
- Implemented background art and background scaling to improve appearance of Unity Android game project on different screen resolutions and aspect ratios