Isaiah Rivera

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Education

University of Central Florida, BS in Computer Science — June 2021 – December 2025

- **Coursework:** AI in Game Programming, Robot Vision, Computer Graphics, Artificial Intelligence, CS2
- **Scholarships:** International Baccalaureate graduate with 100% Bright Futures Scholarship

Experience

Community Assistant, UnionWest Student Living – Orlando, FL — May 2023 – Feb 2025

- Coordinated resident affairs and organized community building events, applying project management skills.
- Detailed Excel-based logs for apartment readiness and quality control checks were maintained.
- Enhanced communication and problem solving skills through daily interactions with residents and prospects.

Projects

AI Focusing App — https://devpost.com/software

- Developed and implemented an AI-driven application using Python and OpenCV for object detection and tracking in real time.
- Optimized computer vision algorithms for performance and accuracy.
- Tools used: OpenCV, Python, React, Matplotlib

CS Learning Platform

- Created an interactive web application to teach basic computer science concepts to beginners.
- Tools Used: React.JS, Node.JS + SQL, TypeScript, HTML, CSS

Ashes and Instinct (Unity Project)

- Designed and built an FPS game using C# and Unity, inspired by Doom and Ultrakill.
- Collaborated to implement advanced 3D graphics, custom player mechanics, and AI-controlled enemies.
- Tools Used: Unity, C#

Personal Portfolio Website — isaiahkindred.github.io

- Developed a personal portfolio website to showcase CS projects and skills as well as demonstrations for the other projects I have done.
- Tools Used: HTML, CSS, JavaScript, React, GitHub Pages.

Technical Skills

Languages: Python, C, C#, Java, JavaScript, HTML, CSS, SCSS

Frameworks: React, Node.js, Angular, LAMP stack, MERN stack, SQL, OpenCV, Unity, Git/GitHub

Technologies: Web Development, Game Programming, Machine Learning, Computer Graphics, Robot Vision