

ISAIAH RIVERA

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Professional Summary

A Computer Science Senior who is motivated and has hands-on experience in software engineering, game development, and web development. With a strong foundation in various coding languages such as Python, C/C#, Java, JavaScript, and full-stack web technologies. Having proven abilities to build user-friendly applications and work collaboratively in team settings, via hackathons and more. I am highly passionate about game development, machine learning, mobile and web app design. Actively contributes to open-source and personal projects.

Technical Skills

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

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

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

Experience

Community Assistant

UnionWest Student Living — Orlando, FL

May 2023 – February 2025

- Coordinated resident affairs and executed community-building events; applied project management skills.
- Maintained detailed Excel-based logs and performed quality control checks for apartment readiness.
- Strengthened communication and problem-solving skills through daily interactions with residents and prospects.

Warehouse Associate

Best Buy — Orlando, FL

Oct 2021 – Jan 2022

- Organized and processed shipments for online and in-store customers.
- Enhanced operational efficiency through accurate inventory management and attention to detail.

Education

Bachelor of Science in Computer Science

University of Central Florida — Orlando, FL

Expected Graduation: December 2025

Relevant Coursework: AI in Game Programming, CS1 & CS2, Robot Vision, Computer Graphics, Artificial Intelligence

Projects

AI Focusing App — *Personal Project*

- Designed and implemented an AI-driven application using Python and OpenCV for real-time object detection and tracking.
- Developed computer vision algorithms optimized for performance and accuracy.

CS Learning Platform — *Personal Project*

- Created an interactive web application to teach basic computer science concepts to beginners.
- Built with React.js for the frontend and Node.js + SQL for the backend.

Personal Portfolio Website — *In Progress*

- Developing a personal portfolio website to showcase CS projects and skills using HTML, CSS, JavaScript, and React. Hosted on GitHub pages.

Contact Management Database — *Personal Project*

- Developed a full-stack web app for managing and searching a contact database.
- Utilized LAMP stack for database management and dynamic UI.

First-Person Shooter Game — *Personal Project*

- Designed and built an FPS game inspired by *Doom* and *Ultrakill*, using C# and Unity engine.
- Implemented advanced 3D graphics, custom player mechanics, and AI-controlled enemies.

Accomplishments

- **Best Design Award:** Google Club USF Hackathon — Led UI/UX design and contributed to application development.
- International Baccalaureate graduate with a full tuition scholarship via the 100% Bright Futures Scholarship.

Links

GitHub: <https://github.com/IsaiahKindred>

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