

# ISAIAH RIVERA

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[isaiahekindred@gmail.com](mailto:isaiahekindred@gmail.com)

## Technical Skills

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**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

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### 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

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### 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

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### **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.

### **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

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- **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

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

LinkedIn: <https://www.linkedin.com/in/isaiah-rivera-739780354>