Johan Rodríguez Salas

Computer Engineering Student
📍 Cartago, Costa Rica
📧 johanrodsa2210@gmail.com

Professional Profile

I am a Computer Engineering student at the Instituto Tecnológico de Costa Rica, passionate about game development and machine learning. I have experience working in multidisciplinary teams with designers and programmers, contributing to game mechanics programming, performance optimization, and interactive experience design. I am highly motivated to tackle technical challenges, continuously learn, and create engaging gaming experiences.

Education

Instituto Tecnológico de Costa Rica

- **BSc in Computer Engineering (2022 - Present)**

CTP Santa Rosa de Pocosol

- **Technical Degree in Communication Networks (2019 - 2021)**

Experience

Computer Vision Researcher (Research Group at ITCR)

- Developed image processing algorithms using AI.
- Applied Machine Learning techniques for visual analysis.
- Collaborated in a multidisciplinary research team to optimize AI models.

Mathematics Tutor (Colegio Científico Costarricense)

- Assisted students in developing precalculus skills and logical thinking.
- Encouraged problem-solving approaches through personalized guidance.
  Enhanced my communication and teaching skills in collaborative settings.

Technical Skills

Game Engines: Unity, Roblox Studio, Unreal Engine, Forge (Minecraft Modding).
Programming Languages: C/C++, Python, Go, C#, Java.
Tools: Git, Docker, Unix/Linux.
Design & Art: Experience with Blender, GIMP, Photoshop, and DaVinci Resolve.

Languages

- **Spanish:** Native.
- **English:** Intermediate (B2).