

JUNIOR ISMAEL SIGUENCIA LOPEZ

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EDUCATION

Wesleyan University, Middletown, CT

May 2025

Bachelor of Arts, Major: Computer Science / Integrated Design, Engineering, Arts & Society

Honors: QuestBridge Match Recipient, HSF Scholar / HSF STEM Summit

SKILLS

C# | C | JavaScript | Python | SQL | Website Development | Git | Unity | Godot | Jira | WordPress |
Spanish & English - Native | Experience in Cross-Team Collaboration | HTML | CSS | Photoshop | Cascade

PROFESSIONAL EXPERIENCE & LEADERSHIP

Undergraduate Course Assistant, Wesleyan University

December 2024 - Present

Course Assistant

- Organized and collaborated with co-workers to assist students in learning to utilize the Unity and Godot Game Engine, ranging from C#/Python scripting to using the art tools
- Created and edited class work, which includes Unity & Godot game projects to teach students the fundamentals of their respective engines
- Provide assistance and feedback to students developing educational videogames on issues such as art integration and crucial game design practices

Wesleyan University, CT

September 2024 - Present

Website Assistant

- Managed and reorganized the Wesleyan University website by utilizing HTML, CSS, and PHP in the Cascade management system
- Coordinated with project managers to ensure user redirects and website content are displayed correctly to enhance user experience and search engine optimization
- Helped in the launch of the new redesigned Wesleyan University website as of Spring 2025

SEO Tech Developer Program, Remote

July 2023 – August 2023

Web Development Intern

- Co-created and presented a website that required full-stack development and worked with external APIs to build the website, utilizing Python, HTML, CSS, JavaScript, and SQL databases
- Completed 100+ hours of full-stack development courses that covered several front-end and back-end concepts

PROJECTS

Kinect-O-Ware

January 2025 – May 2025

Game Developer / Director

- Developed a fast-paced video game, inspired by game shows and games like WarioWare, that uses the Microsoft Kinect as a controller in order to have players use their body as a means to play the game
- Created art assets such as shaders and animations to be integrated into the core gameplay loop

Magnet Run

January 2023 – May 2023

Game Developer

- Co-developed an educational videogame with a team of five in constant communication, utilizing the Unity game engine, and released on Web Browsers and Windows / macOS systems
- Participated in the main development of the core feature of the game, utilizing magnetism in a 2D platformer space, including multiple testing sessions and code reviews