

Kevin Amador Ayala Vilchis

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EDUCATION

The University of Texas at El Paso

Expected Graduation: 05/2027

BS in Computer Science & Minor in Commercial Music and Production

Awards: Fall 2023 Dean's List, Spring 2024 Dean's List, Fall 2024 Dean's List

Kanequa T. Chancellor Enterprise Scholarship

WORK EXPERIENCE

CS TECH Undergrad Assistant I, Technician

01/2024-05/2025

- Solve 50+ monthly technical support requests, reducing resolution time by 30% and improving overall satisfaction.
- Update and optimize department websites using CSM Cascade and HTML5, reducing navigation issues by 40%.
- Manage inventory tracking system, improving equipment tracking accuracy by 95% and reducing audit time.
- Maintain 60+ departmental devices and deliver effective solutions, decreasing class disruptions due to tech failures by 25%.

Production Assistant Internship, ABC 7, KVIA News - El Paso Texas Department

08/2024 – 12/2024

- Curate and publish daily website stories, ensuring adherence to editorial standards and increasing engagement by 15%.
- Collaborate with an audio engineering team for live broadcasts, reducing audio issues by 25%.
- Assist with video editing and review, contributing to a 30% increase in production efficiency.
- Conduct in-depth research on news stories, verifying facts and meeting 100% broadcast deadlines.

SKILLS AND INTERESTS

- *Programming Languages:* Programming Languages: Java, Python, HTML, JavaScript, CSS, Basic C+
- *Web Developing:* CASCADE, React, Angular
- *Office Skills:* Use of MS Word, MS Excel, MS PP, MS Access, Teams, Printer Management
- *Production Skills:* Canva, FL Studio & Logic DAW's, Photoshop, Shot Cut, Final Cut

LEADERSHIP EXPERIENCE

Web-App Development, Webmaster chair

03/2025-Present

- Spearheading the design and development of the club's new website using Cascade CMS to enhance digital presence and user experience.
- Collaborating with club officers to structure site content and align it with the organization's goals and branding.

Bandit Games, Sound Engineer & Front-End Developer

08/2023-10/2024

- Collaborated with a team of 40+ members to bring a virtual reality game to life.
- In charge of developing and editing audio files for the development of the organization's game.
- Designed the menus and user interfaces of the organization's game.

PROJECTS

Media Compressor Website (*Angular, HTML, CSS*)

- Elaborated a website that compresses media (video, images, and gifs) used in websites for the proper saving of memory space.
- Implemented compression logic and frontend design using Angular, HTML, and CSS

Carpe Diem Videogame (*Game Maker 2 Sw, Java, Pixel Editor, Logic*)

- Spearheading the solo development of *Carpe Diem*, a 2D RPG-style videogame
- Designed original pixel art, scripted narrative and gameplay events, and composed custom audio