

# Krystal Gutierrez

956-844-7826 | [krystal.gt@utexas.edu](mailto:krystal.gt@utexas.edu) | Austin, TX

[github.com/KrystalGtz](https://github.com/KrystalGtz) | <https://gitlab.com/KrystalGtz/> | [linkedin.com/in/krystal-gutierrez](https://www.linkedin.com/in/krystal-gutierrez)

## EDUCATION

**The University of Texas at Austin**, Austin, TX

Dec 2026

*Bachelors in Computer Science*

*Relevant Coursework:* Data Structures, Computer Architecture, Operating Systems, Object Oriented Programming

*Honors & Awards:* 2024 & 2025 Hispanic Scholarship Fund Scholar

## SKILLS

**Technical Skills:** Advanced Java and C++, C#, C, Python, Lua, Unreal Engine, Unity, Linux, Git, Github, Gitlab

**Languages:** Fluent English, Advanced Spanish

## EXPERIENCE

**Texas Advanced Computing Center (TACC)**, Austin, TX

March 2025 - Present

*Undergraduate Research Assistant*

- Designed and developed a cooperative Unity game where players collaboratively manage a restaurant, integrating core CS concepts to reinforce computational thinking through gameplay.
- Implemented gameplay and networking systems using *FishNet: Networking Evolved*, including real-time player synchronization, shared state logic, and cross-client mechanics.
- Assisted in server setup and management on Linux via command line for hosting multiplayer sessions.
- Oversaw GitHub and GitLab repositories, resolving merge conflicts, reviewing contributions, and managing issues to streamline collaborative development.

**Texas Convergent**, Austin, TX

August 2024 - December 2024

- Programmed a game prototype in Unreal Engine using C++ and blueprints with a focus on making AI characters that players could drag and drop for the Peace Foundation.

## PROJECTS

**Backrooms-Inspired Game Project** - Unreal Engine 5 (C++)

October 2025

- Implemented a base player character system, including movement (WASD), jump/double jump, and crouch mechanics with dynamic capsule resizing and speed adjustments.
- Developed a custom player controller enabling camera orbit, right-click alignment to camera yaw, and adjustable rotation/distance parameters.
- Collaborated on level and map design, contributing to gameplay flow and environmental layout for immersive exploration.

**Physics-based Game** - Unreal Engine 5 (C++)

September 2025

- Built a custom interactable base class in Unreal Engine (C++) to support pawn interactions such as pushing and destruction.
- Implemented a teleporting interactable with a timed 7-second cooldown to add dynamic gameplay.
- Developed a wall-mounted spring interactable that applied physics-based force to push pawns around the environment.

**Van Helsing** - Unity Game Project

June 2025

- Developed object interactions, player mechanics, enemy behavior, and a boss phase using Unity C#.
- Implemented physics-based systems and integrated animations for characters and gameplay elements.

**Asteroid Mania** - Unity Game Project

July 2024

- Developed an asteroid fighting game using C# in Unity during a 48-hour game jam.
- Designed and programmed spaceship movement, turret mechanics, and shooting systems, optimizing for smooth gameplay.

## LEADERSHIP & COMMUNITY INVOLVEMENT

**Electronic Game Developers Society**

September 2023 - Present

Community and Socials JO → Outreach and Recruitment Officer → Main Events Officer

- Organized and promoted the largest Texas Game Jam (TxGJ) in EGaDS! history, drawing 200+ participants and 40 game submissions.
- Directed weekly development meetings for a semester-long game project, serving as the primary contact for all team leads, coordinating cross-team communication, and ensuring progress updates.