

# Luis Morfin

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## EDUCATION

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**California State University East Bay** – *B.S., Computer Science*      **GPA: 3.8**      *Graduated: Spring 2022*

**Awards:** Latinos in Technology Scholarship by the Hispanic Foundation of Silicon Valley

Dean's List [Fall 2020, Spring 2021, Fall 2021, Spring 2022]

**Mission College** – *A.S., Computer Information Systems*

*Fall 2017 - Spring 2020*

An active member of MESA (Mathematics Engineering Science and Achievement).

**Awards:** Lenore & Curtis Mills Scholarship; David Davila Scholarship; Mission College General Scholarship

## WORK EXPERIENCE

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### Research Assistant and Developer

*Mission College | Santa Clara, CA July 2020 - September 2020*

#### *Wind Turbine Adventure Game*

- Developed a first person 3D educational game to teach students about wind power engineering concepts.
- Implemented C# scripts that handled button pressing and game interactions.
- **Technologies:** Unity Game Engine, C#, Microsoft Visual Studio, SketchUp, Blender

#### *VR Game Development Tutorials*

- Created VR project based tutorial videos that covered collision detection and user interactions.
- Explained step by step how to create a Crosshair UI used in the popular FPS games.
- Demonstrated how to create a World Space UI similar to VRChat.
- **Technologies:** Unity Game Engine, C#, Microsoft Visual Studio, Adobe Premiere Pro, OBS Studio

## Projects

#### *Portfolio - Front End Website | Live Demo: <https://lmorfin.github.io/luismorfin-portfolio/>*

- Created a portfolio website that showcases information about me.
- Gained experience with responsive design using CSS.
- Utilized different **React** libraries and learned how to work with **React** components.
- **Technologies:** HTML, CSS, Javascript, ReactJs, NodeJs, Git

#### *Twitter Clone - iOS Application*

- A Twitter app with the goal of learning how to work with a REST API.
- Implemented login, compose, favorite, retweet and view tweet functionality with **Twitter API**.
- **Technologies:** Swift, XCode, Back4App, Github

#### *Flix - iOS Application*

- Created an app that displayed the current list of movies playing in theaters.
- Utilized **MovieDB API** to retrieve and display movie JSON data into a collection view.
- Used **AlamoFire Image** to render image posters into UIImage.
- **Technologies:** Swift, XCode, AlamoFire Image, GitHub

## SKILLS

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**Languages:** C++, Java, Swift, Javascript, HTML/CSS, C#, C

**Backend:** Firebase

**Database:** MySQL, Back4App

**Frameworks:** ReactJs