

Luis Morfin

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EDUCATION

California State University East Bay – *B.S., Computer Science* *Graduation: Spring 2022* **GPA: 3.78**

Awards: Latinos in Technology Scholarship by the Hispanic Foundation of Silicon Valley; Dean's List [Fall 2020, Spring 2021, Fall 2021].

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

Research Assistant and Developer *Mission College | Santa Clara, CA July 2020 - September 2020*

Educational Game

- I created an educational game using Unity Game Engine, the game teaches students about wind power engineering concepts.
- I learned how to write code in C# and create game environments where a player can move freely around. Scripts were added to make game objects interactable.
- **Technologies:** Unity Game Engine, C#, Microsoft visual studio, SketchUp, Blender

Video Tutorials

- Collaborated with university professors on research for the improvement of STEM students' learning experience by creating a series of video tutorials about development of VR user interactions for game development.
- Video series consisted of small projects per video that students can build on for their own VR projects.
- **Technologies:** Unity Game Engine, C#, Microsoft visual studio, Adobe Premiere Pro, OBS Studio

Projects

Reci-Pie - iOS

- An app that displays recipes based on ingredients that the user has chosen.
- Implemented a search method that calls an API and retrieves data about a recipe based on ingredients.
- **Technologies:** GitHub, Swift, XCode, iOS

Twitter Clone - iOS

- A basic twitter app, able to login to your twitter account and view, compose, favorite, and retweet tweets.
- Built using Swift and learned how to work with a REST API.
- **Technologies:** GitHub, Swift, XCode, iOS

Flix - iOS

- A movie database app that shows real movies playing in theaters.
- Worked with an API to retrieve data and displayed the data into cells.
- **Technologies:** GitHub, Swift, XCode, iOS

SKILLS

Languages: C++, Java, Swift

Database: MySQL

Familiar: Javascript, HTML/CSS, C#, C

Dev Tools: Eclipse, Visual Studio, NetBeans, XCode, Android Studio, Unity Game Engine, GitHub