

Luis Morfin

(408) 393-5439 | Luismorfin64@gmail.com | github.com/Lmorfin | linkedin.com/in/luis-morfin/

EDUCATION

California State University East Bay – B.S., Computer Science **GPA: 3.8/4.0** *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

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, Blendr

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

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

May 2022 - present

- 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

Feb 2022 - March 2022

- 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

Feb 2022 - March 2022

- 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

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

Backend: Firebase

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

Database: MySQL, Back4App

Frameworks: ReactJs