

Rafael Mota

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WORK EXPERIENCE

Giant Machines

May 2023 – Present

Fellow

New York, NY

- Instructed HTML, CSS, Python, Flask, and Javascript for Citadel, SEO, and Success Academy.
- Conducted Interview Skills course covering key algorithms and data structures.

The Smith School

Sep. 2016 - Aug. 2023

Computer Science Head

New York, NY

- Designed and taught CS curriculum for grades 6th - 12th, including Unity Game Dev, HTML/CSS, JavaScript, Java, and Python.

American Museum of Natural History: Science Alliance

Sep. 2014 - 2020

Instructor

New York, NY

- Educated middle school students in Astrophysics; led Spanish Speaking courses for parents.

Barnard College: Science and Technology Entry Program

2010 - 2020

Instructor

New York, NY

- Organized extracurricular courses in Physics, Computer Science, and Game Design for 7th-12th graders.

Coder Dojo: Girls First Program

May 2016 - 2017

Instructor

New York, NY

- Led weekend courses in Unity and Blender for girls aged 12-17.

PROJECTS

WTA!

2023

- Developed a full-stack web app simulating a guessing game using React, Flask, and Python for Giant Machines..
- Implemented account creation, leaderboard, and data storage using local storage and querying.
- Originally designed as a python app, I utilized Flask to service the game logic as api calls to React to make the app run on the browser.
- The app serves as not only a fully functional game, but also an educational to to show off mobile first web development principles and tools.

EDUCATION

NYU Tisch School of the Arts

May 2016

BEA, Game Design

New York, NY

- GPA: 3.3
- Minor in Computer Science and Math

SKILLS & INTERESTS

- **Skills:** Javascript, Typescript, HTML & CSS, MongoDB, Docker, Python, Flask, Java, C#
- **Soft Skills:** Public Speaking, Adaptability, Collaboration, Communication, Troubleshooting
- **Interests:** Graphic Design, Game Design, Astrophysics, Science Fiction
- **Languages:** English, Spanish