



**MEDICAL GAMING SOLUTIONS**  
LEVELING UP HEALTHCARE THROUGH GAMING

# **Team Inventory**

**9-19-2023**

**Project Sponsor: Dr. Ashish Amresh**

**Faculty Member: Italo Santos**

**Team Members:**

**Rain Bigsby, Veronica Cardenas,**

**Ethan Ikhifa, Lenin Valdivia**

Overview: The purpose of this team document is to introduce the members of our team. We will give a short synopsis of each team member in the following pages describing biographical information, educational background, pertinent experience, technical skills, and other interests

## Veronica Cardenas

Major: Computer Science

Hometown: Tucson, AZ

vec52@nau.edu



## Education

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High School: Amphitheater High School - GPA: 4.0

Institutions: Northern Arizona University

- Relevant Upper Division courses: Software Engineering, Technical Writing, Web Programming

## Pertinent Work Experience

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### Mentor - Let's Talk Code

*Northern Arizona University – Flagstaff, AZ*

August 2023 – Present

Provides guidance for educators in creating lesson plans that focus on introducing computational skills within their courses.

Assisting in creating applications using Code.org platform for educators to utilize in classrooms.

### Document Control Intern

*CalPortland – Rillito Cement Plant, Tucson AZ*

May 2022 – Aug 2022

- Optimized data analysis for department supervisors by organizing stock item information in Excel.
- Organized PID items physically and implemented PID data into Excel to maximize cost savings during future relines of the plant.

## Technical Proficiencies

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- Software engineering: I took the upper division course at NAU and later became a TA for the class.
- Database systems: I worked with excel extensively while DCI at CalPortland and also took an SQL course at NAU
- Technical writing: I took the upper division engineering course and I am currently a grader for EGR333 W

## Interests

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- Web development: it is interesting to create ways for a user to experience a product through an interface.
- Game design: specifically for video games, building a system that incorporates world building, rules, and mechanics allows for creativity in the workplace.
- Computer networks: understanding how the internet works is pertinent to a solid foundation in CS.

# Lenin Valdivia

Major: Computer Science

Hometown: Phoenix, AZ

[lav243@nau.edu](mailto:lav243@nau.edu)



## Education

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High School: Metro Tech High School - GPA: 3.9

Institutions: Northern Arizona University

- Relevant Upper Division courses: Software Engineering, Web Programming, Computer Networks

## Pertinent Work Experience

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### Lead Game Designer - Passion project with a small team

*Remote*

May 2022 – August 2022

- Developed a top-down service-dog horror simulator game, in Godot, with a small team.
- Designed the levels in the current version of the game.
- Had final say in any creative decision pertaining to gameplay.

### TA Grading Code - CS249

*Northern Arizona University - Flagstaff, AZ*

January 2022 – May 2022

- Read, understood, tested, and gave constructive feedback to the students' projects in the Data Structures course at NAU for the spring semester of 2022.

## Technical Proficiencies

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- Unity game development: gained foundational knowledge in developing in Unity 2D via our project for CS386.
- Socket programming: gained rudimentary knowledge of socket programming by successfully developing a chat application in C for CS460.
- Godot game development: acquired basic skills in developing in Godot through the passion-project-game I developed with a team over the summer.

## Interests

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- Video games and game design: how a great story can be told through engaging gameplay.
- Practicing guitar and songwriting.

## Ethan Ikhifa

Major: Computer Science

Hometown: Los Angeles, CA

ejj24@nau.edu



## Education

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High School: Canyon High School - GPA: 4.0

Institutions: Canyon High School, Los Angeles, CA, College of the Canyon College

- Relevant Upper Division courses: CS-480 Operating Systems, CS-460 Computer Networks, MAT-238 Calculus 3

## Pertinent Work Experience

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### ***Fashion Model - DT Model Management (Jun 2022 - Present)***

- Location: International [Based in LA]
- As a fashion model with DT Model Management, I display and promote clothing, accessories, and other products in various media.
- Skills: Social Media, Management, Public Speaking, Customer Service, Marketing

### ***Team Manager - J&G Full Service Moving Company (Jun 2022 - Aug 2022)***

- Location: Los Angeles, California, United States (On-site)
- Responsible for physically moving household or office belongings.
- Skills: Physical Strength and Stamina

## Technical Proficiencies

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- Front-End Development: HTML, CSS, [Add any other front-end technologies]
- - Back-End Development: [Mention relevant back-end technologies]
- - Data Analysis: Strong data analysis skills in Python, familiarity with Pandas and Matplotlib.

## Interests

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- Financial Markets: Strong interest in financial markets, particularly day trading options within the NYSE. Actively involved in teaching related subjects.
- Brand Building: Committed to building and expanding my brand, [moonandcross.com](https://moonandcross.com), through strategic marketing and content creation.
- Technology Enthusiast: Passionate about technology trends, innovations, and their impact on the technological world.

## Rain Bigsby

Major: Applied Computer Science

Hometown: Flagstaff, AZ

rb2422@nau.edu



## Education

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High School: IDEA Homeschool Program - GPA: 4.0

Institutions: Northern Arizona University

- Relevant Upper Division courses: Software Engineering, Web Programming, Technical Writing

## Pertinent Work Experience

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### Animation/Interface Designer - CS386 Project: *Money Monkey*

Northern Arizona University - Flagstaff, AZ

August 2022 – December 2022

Designed and implemented pixel art animations

Integrated animations/characters into the user interface

### Lead Game Designer - Passion Project

Remote

March 2022 – August 2022

Developed a playable demo for a simple “hack and slash” video game in GameMaker Studio 2

Designed the character sprites/animations

## Technical Proficiencies

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- GameMaker Studio 2 development: gained basic knowledge of developing simple demos with “burst” gameplay from my passion project
- Web Development: learned to create in-depth web pages through the courses: Web Programming I & II, and Software Engineering
- Animation: Created some simple character spritesheets in my GameMaker Studio 2 demo, as well as a character design and animation for the *Money Monkey* project.

## Interests

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- Game Design: I’ve always loved coming up with ideas for worlds and characters and how to incorporate good gameplay to flow with it.
- Web Development: Enjoy designing the interface for web pages and making interesting ways to interact with the page.
- Animation: Created a lot of digital art from highschool to today and have practiced animating, mostly with pixel art.