

Ivan

Lopez

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Experience

June 2017 - Sep 2017

CaSGC/NASA- *Intern*

- Worked in a team of 6 students to design and build a conceptual agricultural robot.
- I programmed embedded firmware and worked on the robot's electrical engineering.
- Received Congressional Award for research on this project.

Jan 2017 - Dec 2017

College of the Desert - *Supplemental Instructor*

- Worked for CODE, an after school program designed to teach Secondary School students programming
- Helped teach C++, C, and basic Electrical Engineering using the Arduino platform

Education

June 2020

University of California, Santa Cruz

Graduated with a B.Sc in Computer Science: Computer Game Design

June 2019

College of the Desert

Graduated with an Associates in Computer Science

Projects

BreakThrough- *Network Programmer*

- First Fighting Game to come out of UCSC's game program
- Wrote C# code under the Unity Game engine to program and implement Networking into our game.

Canceled GBA game- *Lead Programmer*

- Used C++ to program a concept demo for the Nintendo GameBoy Advance
- Taught other student programmers C++ and how to work with the limitations of older handheld game consoles.

Skills

- Proficient in C++, C#, OOP, Data-Oriented Design, Engine Programming, and Linear Algebra