

# Pablo Cesar Bedolla Ortiz

Programming Student

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[LinkedIn](#) | [Github](#) | [Portfolio](#)

## Education

**Columbia College Chicago**, Chicago, Illinois  
Bachelor of Science in Programming, Concentration in Application Programming  
Minor in Mathematics; GPA: 3.84/4.0  
Awards: Dean's List Fall 2021

**September 2021 – 2025**  
**(Present)**

## Experience

**Columbia College Chicago**, Chicago, Illinois  
Programming Tutor, IAM Department

**September 2022 –**  
**(Present)**

## Skills

**Programming Languages:** C#, TLA+, HTML5/CSS3

**Technologies:** Git, Unix, Bash

**Languages:** Fluent English, Fluent Spanish, Beginner German

## Projects

### [Ternel](#) - Personal

**August 2022 - Present**

- A collection library of solutions and approaches to algorithmic and mathematical problems
- Developed and maintain all current library solutions, documentation, and documentation webpage
- Written strictly in C# or Pseudocode

### [Leave Ukraine](#) - Contributor

**February 2022 - Present**

- A global website containing vital information for Ukrainian refugees
- Implemented and updated website translations using JSON and JavaScript along with minor refactoring in the backend
- Documented border and refugee information for other developers to reference

### [Portfolio Website](#) - Personal

**December 2021 - Present**

- A portfolio website inspired by the Windows 98 theme
- Built using HTML5 and CSS3

### [Explorable Places](#) - Coursework

**November 2021 - December 2021**

- UI oriented game designed and implemented using WPF and C#
- Designed 2D elements using Figma
- Refactored and integrated installation and removal of elements to be dynamically handled

### [Pixel Manipulation](#) - Coursework

**April 2021 - May 2021**

- Formulated and introduced a pixel manipulation project using Python
- Authored pixel manipulation algorithms for image filters