

Pablo Cesar Bedolla Ortiz

Programming Student

bedolpablo@gmail.com

(773) – 709 – 5310

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

Education

Columbia College Chicago, Chicago, Illinois
Bachelor of Science in Programming, Concentration in Application
Programming, Minor in Mathematics
Awards: Dean's List Fall 2021

**September 2021 –
(Present)**

Experience

Columbia College Chicago, Chicago, Illinois
Programming Tutor, IAM Department
Teaching in C#, HTML/CSS, Python

**September 2022 –
(Present)**

Skills

Programming Languages: C#, Python, Bash, HTML5/CSS3, Typescript

Technologies: Git, Unix, TLA+

Languages: Fluent English, Fluent Spanish, Beginner German

Projects

[Pixel Manipulation](#) - Personal

September 2022 - Present

- Pixel manipulation application in Python using Pillow
- Utilizes a single versatile function that manipulates RGB values in an image

[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 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 in WPF using C#
- Designed 2D elements using Figma
- Refactored and integrated installation and removal of elements to be dynamically handled