

Pablo Cesar Bedolla Ortiz

Programming Student

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(773) – 709 – 5310

[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)

Skills

Programming Languages: C#, Python, HTML5/CSS3

Technologies: Git, Unix, Bash

Languages: Fluent English, Fluent Spanish, Beginner German

Projects

[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

[Storyline Game](#) - **Coursework**

September 2021 - October 2021

- Independently planned, developed, and tested a console game application in C#
- Integrated a dynamic storyline that engages ASCII art scenes

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

April 2021 - May 2021

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