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: 3.94/4.0
Awards: Dean's List Fall 2021

September 2021 – 2025 (Present)

Skills

Programming Languages: C#, JavaScript, HTML5/CSS3

Technologies: Git, Unix, Bash, Visual Studio, Visual Studio Code, Vim, Figma

Languages: Fluent English, Fluent Spanish, Beginner German

Projects

Pixel Manipulation - *Coursework (Source*)   **April 2021 - May 2021**

A Python console application that uses pixel manipulation using the PIL library to apply predefined filters to an image. Partnered high school project where I programmed the entirety of the application's image filters.

Storyline Game - *Coursework (Source*)   **September 2021 - October 2021**

An individually developed C# console application in which players can follow through a storyline while collecting items and interacting with ASCII art scenes.

Explorable Places - *Coursework (Source*)   **November 2021 - December 2021**

An individually developed, WPF, 2D, object-oriented programming application using C#. Let's players visit different locations within the game while collecting items and interacting with NPCs.

Portfolio Website - *Personal (Source*)   **December 2021 - Present**

A portfolio website that showcases projects, skills, and relevant information about me. Modeled after the Windows 98 theme. Built using HTML and CSS.

Leave Ukraine - *Contributor (Source*)   **February 2022 - Present**

A global website containing vital information for Ukrainian refugees. Implemented and updated website translations using JSON and JavaScript. Minor refactoring in the backend.