Pablo Cesar Bedolla Ortiz

First-Year Student

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LinkedIn | Github | Portfolio

Education

Columbia College Chicago, Chicago, Illinois   **September 2021 – 2025 (Present)**

Bachelor of Science, Programming, Application Programming; GPA: 3.939/4.0

Skills

Programming Languages: C#, SQL, Python (Past), HTML, CSS

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

Projects

Explorable Places (*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.

Storyline Game (*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.

Pixel Manipulation (*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.

Portfolio Website (*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.