

# John-Carlos Breck Ortiz

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## Goal

To obtain a second summer internship with Aspyr, where I can combine my passion for game development with my creativity, problem-solving skills, and computer science background to assist in achieving Aspyr's goals. Available to work from 5/22 to 8/11.

## Education

**TEXAS A&M UNIVERSITY / COLLEGE STATION, TEXAS / B.S. IN COMPUTER SCIENCE EXPECTED 2024**

GPA: 3.44

Achieved automatic admission into Computer Science major in College of Engineering  
Top-ranked E-Sports Team member at Texas A&M (Smash Brothers Ultimate)

**LIBERTY CHRISTIAN SCHOOL / ARGYLE, TEXAS / GRADUATED JUNE 2020**

GPA: 4.2

Senior Class President, Junior Class Representative, Freshman Class President  
Varsity Tennis (2x State Champions) and Cross-Country (2x State Finalists) Teams  
AP Scholar – College Board and National Honor Society

## Work

**SOLO DEVELOPER, CHESS 2.0 / COLLEGE STATION, TEXAS – 2022 - 2023**

Developing a unique chess-based game with fighting game elements in Unity.

**SOFTWARE ENGINEER INTERN, ASPYR / AUSTIN, TEXAS – SUMMER 2022**

Employed full-time during the summer as a software engineer intern, reporting directly to the Director of Engineering, Dave Idemoto.

Worked on Project Carbon (Humankind), collaborating with teammates to solve wide-ranging tasks involving UI and gameplay.

**WEB DEVELOPMENT INTERN, SUPERWORLD / HOUSTON, TEXAS – SUMMER 2021**

Employed full-time during the summer as a front-end development intern.

Collaborated with cross-functional team members to define and implement innovative front-end development solutions for SuperWorld's web product roadmap.

## Skills

C++, C#, Unity, Python, Adobe Photoshop, Adobe Premier, Xcode/Swift

## Personal

Avid snow skier, wakesurfer, roller hockey player, and tennis player