

Faith Gutierrez

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Education

Bachelor of Software Engineering.

Dec 2023

The University of Texas at Arlington. *Cum Laude, Maverick Advantage Distinction*

Scholarships/Awards: Maverick Academic Scholarship (2018), Sandtech Outstanding Senior Design Project for the CSE Department Scholarship (2023), Maverick Advantage Distinction (2023).

Relevant Courses: Game Design, Software Design Patterns, Object-Oriented Software Engineering, Linear Algebra, Fundamentals of Software Engineering, Algorithms and Data Structures, Software Testing & Maintenance.

Technical Skills

Languages: C++, C#, C, GDScript, Python, Java, Javascript, MATLAB.

Development Tools: Visual Studio Code, GitHub, Unreal Engine, Unity, Godot, Android Studio, AdobeXD, JUnit.

Other: LaTeX, Pycharm, Jira.

Projects

2D Top Down Horror Roguelike Shooter Game

Aug 2023 - Dec 2023

- The goal of the game is to escape from an abandoned office overrun by alien creatures.
- Windows game built using Godot Engine, GDScript, GitHub, and Jira.
- Led team of 4 and delegated tasks using Jira and an agile software development approach.

Disaster Survey Drone System *Sponsored by State Farm*

Sept 2022 - May 2023

- Developed a system that utilizes drone, photogrammetry, cloud, and virtual reality technology, allowing State Farm agents to remotely assess and process insurance claims for disaster scenarios.
- A system built using Unreal Engine, Reality Capture, React, Google Cloud Platform, MongoDB, C++, Javascript, Python & Bash Scripting, and Jira.
- Scrum master for a team of 6 using the SCRUM model for project management with 2-week sprints, bi-weekly team standups, and weekly meetings with the project sponsors.
- Received the Sandtech Outstanding Senior Design Project Scholarship for this project.

2D RPG Puzzle Mobile Game

Jan 2022 - May 2022

- The goal of the game is to solve a puzzle to move on to the next level. Our goal for the semester was to complete one level. No new levels have been added.
- Android application built using Unity, C#, Visual Studio Code, GitHub, and Firebase API.
- Led a team of 4 and delegated tasks using an agile software development approach.

Movie Recommendation App

Aug 2021 - Dec 2021

- The app recommends movies to the user based on genre and streaming platform choice by fetching information from an IMDB API.
- Android application built using Android Studio, Java, AdobeXD, and Back4App API.
- Co-lead a team of 5 using the waterfall software development approach.

Extracurriculars

Game Development Club at UTA
Club Member

2022 - 2023

Software Development Club at UTA
Club Member

2021 - 2023

eSports Club at UTA
Club Member

2019 - 2023

