Giancarlo Sanz

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5634 Cielo Ranch - San Antonio, Texas, U.S.A.

Email
Website

Objective	Self-motivated and optimistic software developer determined to create scalable, efficient, and reliable software for this and the next generation of users.

Skills & Abilities

Programming Languages:	**Spoken Languages:**	**Frameworks:**	**Skills:**
▪ C++	▪ English	▪ Unreal Engine 4	▪ Game Design
▪ C#	▪ Spanish	▪ Unity	▪ OOP
▪ Java	▪ Swedish	▪ Bootstrap	▪ Networking
▪ Python			▪ UI/UX Design
			▪ Databases

Projects

Goal Oriented Action Planning Prototype

C# - GitHub - Presentation
- Built a small prototype in order to demonstrate a G.O.A.P. controlled character inside of a game using Unity (the same A.I. method used in the game F.E.A.R.).

Web Server

C++ - GitHub
- Developed a skeleton server that allows clients to connect and communicate to one another using TCP Sockets.
- Created multi and single threaded classes.

Personal Website

JavaScript, HTML, CSS - GitHub
- Developed a website hosted with AWS using EC2.
- Designed the layout in Adobe XD.
- Used bootstrap to facilitate structuring of the website.

Education

University of Texas at San Antonio – BS in Computer Science

December 2018   GPA: 3.0 / 4.0

Coursework:
- Computer Networks   B+
- Operating Systems   B
- Artificial Intelligence   B+
- Advance Software Engineering   A+
- Object Oriented Systems   A-