

Natalia Guevara

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EDUCATION

- McMaster University** - Computer Science Co-Op **GPA:** 11.2/12 Hamilton, Ontario
Relevant Courses: *Web Programming, Logical Reasoning for CS, DSA* *Spring 2028 (expected)*

PERSONAL PROJECTS

- Paper Strings**
 - Air Guitar App*
 - CV and MediaPipe:** Built a real-time hand tracking system that classifies guitar chord shapes using OpenCV and MediaPipe libraries, enabling virtual chord playback.
 - Teachable Machine:** Trained a Keras model using 1500+ automated hand gesture images to achieve 80%+ chord classification accuracy over 5 guitar chords.
- Rage Room**
 - Spawn and Destroy Objects in VR*
 - C#:** Developed a UI using C# to present, spawn, and hold destructibles on controller input.
 - Unity:** Built natively on the Meta Quest using Unity game engine, Meta XR SDK, and the OpenXR standard.
- QuatroBeat**
 - Rhythm Game akin to Guitar Hero. Allows user-made levels.*
 - OOP:** Engineered a level system with class inheritance, enabling custom level design.
 - File IO:** Utilized file IO to enable saving and loading both custom and in-game levels.
 - JavaFX:** Established hitboxes and constructed game GUI with JavaFX for responsive and consistent gameplay.
- GiftSpark**
 - Full-Stack Web App that tracks Upcoming Birthdays*
 - MySQL:** Developed a birthday reminder app that stores gift ideas to specific birthdays using a MySQL backend.
 - Server-Side Scripting:** Wrote PHP scripts to handle logged birthdays and to automate data updates across server SQL tables.

EXPERIENCE

- Front-End Web Developer** Hamilton, ON
McMaster Engineering Society Infrastructure Technology Jun 2025 - Present
 - Builds and styles **TypeScript** components with **TailwindCSS** according to the team's **Figma** design.
 - Styles pre-built components from **HeroUI** and **NextUI** libraries for user-input restrictions and ease of styling.
 - Uses **Git** to regularly resolve merge conflicts between branches via **rebasing** and **stashing** in preparation for pull requests.
- Software Developer** Hamilton, ON
McMaster Start Coding Sep 2025 - Present
 - Builds web apps using **Haskell** with the **Integrated Haskell Platform** framework, often including user authentication, database management, and front-end development.
 - Develops and improves upon **IHP** web apps that focus on internal team management and teaching programming skills to children.
- After-School Tutor** Brampton, ON
St. Edmund Campion Secondary School Dec 2021 - Jun 2024
 - Dedicated an average of **7** hours per week to tutoring, both in-person and online.
 - Tutored primarily **Mathematics** and **Computer Science** courses ranging from Grade **9 - 12**.
 - Capitalized on online software to clarify mathematical problems for tutees.

PROGRAMMING SKILLS

- Languages:** Java, JavaScript, TypeScript, Python, PHP, SQL, C, C++, C#, Haskell
- Technologies:** Git, GitHub, Figma, NextJS, React, TailwindCSS, MongoDB, MySQL, Unity, IHP