

# Natalia Guevara

 [github.com/guerv](https://github.com/guerv)  [guerv.github.io](http://guerv.github.io)

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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.
- **QuattroBeat**
  - *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