Jared de Monteiro

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EDUCATION

University of Miami   **Expected May 2026**
Computer Science B.S. and Interactive Media & Mathematics Minor   **GPA: 3.82**
- Relevant Coursework: Data Structures & Algorithms, System Programming, Computer Org. & Arch., Theory of Computing, Software Engineering, Computer Graphics, Game Programming, UX Design, Artificial Intelligence

PROFESSIONAL EXPERIENCE

Corsair - Origin PC | Milpitas, CA + Miami, FL   **May - December 2024**
Web Design Intern
- Updated website content using JavaScript, HTML, and CSS, improving UX across multiple product pages
- Designed custom UV prints for PC cases using Photoshop and Illustrator, contributing to product personalization
- Created promotional graphics for social media campaigns, increasing user engagement

Virtual Experiences Simulation Lab | Miami, FL   **November 2023 - Present**
Lead Developer
- Develop XR games/projects in Unity, which have world impacts that span from healthcare training, education, and narrative storytelling
- Work with 3D modelers, UI/UX Designers, and other Unity Developers to create final products

Kappa Theta Pi - Professional Technology Fraternity | Univ. of Miami   **June 2023 - Present**
Co-founder, Director of Website & Technical Operations, VP of Technical Development
- Developed the official website using Next.js, displaying general information on the fraternity, events, and members
- Arranged workshops to improve members' technical skills in coding, design, etc.

PROJECTS

Prospective Memory Tests   **Spring 2025 - Present**
Unity, C#, Blender, OpenAI API, Meta Quest
- Developed tests based on VR to detect if the user has signs of minor cognitive impairment or Alzheimer's disease
- Created models in Blender, developed in Unity, and programmed in C#
- Utilized OpenAI APIs to evaluate users' responses, both physical and verbal, enabling adaptive gameplay

AI Personal Trainer   **Summer 2023-2024**
TypeScript, Next.js, Prisma, Tailwind CSS, OpenAI API
- Developed a Next.js web application that generates a custom fitness and diet plan for the user on the website
- Engineered prompts to process user input and integrated an API request to send the data to the OpenAI API
- Utilized PlanetScale to set up a database for the site that securely stores user information

Swampocalipse   **February 2024 - Present**
Unity, C#, Arduino IDE, Meta Quest
- Created a location-based VR airboat simulator set in the Miami Everglades, deployed on Meta Quest
- Integrated Arduino-controlled physical hardware (pedal, steering stick, chair mount) to enhance user immersion
- Led collaboration with artists, designers, and engineers to deliver an immersive educational experience

SKILLS & INTERESTS

- **Programming Languages:** Java, JavaScript, TypeScript, C#, C, HTML, R
- **Skills:** Next.js, React, Unity, Photoshop, Illustrator, After Effects, Figma, Teaching
- **Interests:** Web Development, Game Development, Graphic Design, Animation, AI/ML, Data Science

AWARDS & HONORS

Horizon AI Hackathon Winner - University of Miami   **February 2025**
- 3rd place in the Entertainment, Arts & Media Track
- Developed AI-powered NPCs for video games, giving users dynamic, real-time conversations

Entertainment Software Association Scholar   **Fall 2025**
- National award for students pursuing careers in the gaming industry

Dean's List - University of Miami   **Spring 2025**