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: System Programming, Computer Organization & Architecture, Intro to Game Programming, Interaction Design, Intro to Software Engineering, Web Lab, Intro to 2D Animation

PROFESSIONAL EXPERIENCE

Corsair - Origin PC Milpitas, CA + Miami, FL

Web Design Intern

May 2024 - Present

- Updated content on website using Photoshop, Illustrator, and Visual Studio
- Coded in HTML, CSS, and JavaScript
- Worked with marketing team to create graphics, promoting products on social media

Virtual Experiences Simulation Lab (VESL)

Miami, FL

Unity Developer November 2023 - Present

- Develop XR games/projects in Unity, which have world impacts that span from healthcare training, education, and narrative storytelling
- Work with 3D modelers, UI Designers, and other Unity Developers to create final products

Kappa Theta Pi

University of Miami

June 2023 - May 2024

- Director of Website, Co-VP of Technical Development
 - Developed website using Next.js, displaying general information on the fraternity, events, and members
 - Arrange workshops to improve members' technical skills in coding, design, etc.

PROJECTS

AI Personal Trainer Summer 2023

TypeScript, Next.js, Prisma, Tailwind CSS

- 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

- Developed a location-based VR game simulating an airboat experience through the Miami Everglades
- Integrated Arduino-controlled physical hardware (pedal, steering stick, chair mount) to enhance user immersion
- Made in VESL, worked with 3D modelers, hardware engineers, and other developers

Temikki November 2023 - Present

Unity, C#

- A mobile AR app for children in hospitals to build and play in a virtual garden, fostering emotional well-being and celebrating their achievements
- Made in VESL, worked with 3D modelers, UI designers, and other developers

SKILLS & INTERESTS

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

AWARDS & HONORS

Undergraduate Award - Las Lomas High School

May 2020

Most creative Digital Design Student

Foote Fellow - University of Miami

August 2022

Honors program granted to academically accomplished students

Intro to Machine Learning Certificate - Kaggle

January 2023

Learned the core ideas of machine learning, and built models