

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, Game Programming, Web Lab, Software Engineering, Intro to 2D Animation, UX Design, Computer Graphics, Theory of Computing

PROFESSIONAL EXPERIENCE

Corsair - Origin PC

Milpitas, CA + Miami, FL

Web Design Intern

May 2024 - December 2024

- Updated content on the website using JavaScript, HTML, CSS
- Designed custom UV prints for a variety of systems using Photoshop and Illustrator
- 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

Co-founder, Director of Website, VP of Technical Development

June 2023 - May 2024

- 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

Swampocalypse

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, 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

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