

Jorge Betancourt

715 Techwood Drive • Atlanta, Georgia 30332 • 305-205-3266 • jbetancourt@gatech.edu

Computer Science Student and Researcher

Enthusiastic and creative computer science student with an interest in a range of subjects from electronic media to the applications of computer science to the medical field. Strong believer in that time spent not learning new material is time wasted. Ability to apply ingenuity, communication skills, and patience to the any goals and tasks. **Areas of expertise include:**

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| <input type="checkbox"/> Agile development | <input type="checkbox"/> Collaboration | <input type="checkbox"/> Creative Problem Solving |
| <input type="checkbox"/> Responding quickly to change | <input type="checkbox"/> Written/ verbal communication | <input type="checkbox"/> Design Concepts |

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY Bachelor of Science in Computer Science (2020)

Atlanta, Georgia
August 2016 - Present

- Concentrations: Media and Intelligence
- GPA: 3.34

EXPERIENCE

UNIVERSITY OF MIAMI Intern / Department of Physics

Miami, Florida
June 2014- August 2015

- Assisted in the assembly of a rocket with the task of analyzing an X-ray hot bubble in our solar system
- Designed and coded systems that produced UV resistant films to be placed on the rocket
- Researched and ordered components to be used in the manufacturing of UV resistant films

SELF-EMPLOYED Tutor

Miami, Florida
June 2016- August 2016

- Led students in one-on-one tutoring sessions in high-school level mathematics
- Taught students problem-solving strategies and critical thinking skills

LUCILLE'S LOVING CARE Volunteer

Miami Gardens, Florida
June 2014- August 2016

- Prepared and served food for mentally ill residents in a group home
- Organized a group of students to participate in the volunteer group
- Stimulated residents by engaging them in conversation and activities

ACTIVITIES and ORGANIZATIONS

VGDev (vgdev.gtorg.gatech.edu/games)

2016-present

- Design original games in small teams by combining the work of many disciplines including programming and level design
- Learn about the game development process, time management, and how to maintain scope throughout development
- Reviewed level designs to ensure cohesive gameplay and designed levels (Now You See Me, Mount Coldfeather) to be used in the final product of YeggQuest

Robotic Human Augmentation (vip.gatech.edu/teams/robotic-human-augmentation)

2017-present

- Assist individuals with walking disabilities through the development of robotic prostheses and exoskeletons
- Develop software for embedded systems used during the rehabilitation process of patients

Affiliations: Georgia Tech Student Alumni Association, Georgia Tech Society of Hispanic Professional Engineers

Leadership: JROTC – Command Master Chief

2015-2016

SKILLS

Software: Java, Python, C#

Technology: Adobe Photoshop, Unity, Arduino, Bootstrap

Languages: English (native), Spanish (native)