# CHRISTOFER LAYGO

## Houston, TX 77075

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#### EDUCATION

## University of Houston

Houston, TX

Bachelor of Science in Computer Science, Minor in Mathematics

December 2025

CDA 2020

• Dean's List: Fall 2022, Spring 2023, Fall 2023, Spring 2024

GPA: 3.93/4.00

• Relevant Coursework: Data Structures & Algorithms, Database Systems, Operating Systems, Automata

## EXPERIENCE AND LEADERSHIP

## University of Houston | Teaching Assistant for Programming & Data Structures

August 2024 – Present

- Enhanced student understanding by tutoring 50+ students in data structures, resulting in improved performance.
- Organized 10+ labs and lectures, creating structured learning opportunities that increased engagement.
- Graded 100+ assignments with feedback that boosted student performance by 15%.
- Automated grading by running scripts on assignments, improving efficiency by 30% and reducing feedback time.

## CougarCS (CCS) | Student Tutor

August 2023 – May 2024

- Mentored a group of 15+ individuals weekly while tackling topics like algorithms and data structure optimization.
- Launched a C++ resource hub accessed by 50+ students, increasing independent learning by 30%.
- Attended 5+ workshops and networking events to expand industry knowledge and connections.
- Collaborated with tutors to refine resources, improving quality and clarity by 15%.

## Society for Asian Students and Engineers (SASE) | Active Member

August 2023 – Present

- Strengthened networking skills and expanded industry knowledge by attending 10+ professional workshops.
- Built connections with mentors and mentees in a mentorship program, improving career planning by 25%.
- Engaged in 1-on-1 skill development, gaining actionable insights into industry trends.
- Volunteered in community activities, supporting local initiatives and assisting residents in need.

### **H-E-B** | Personal Shopper

October 2022 – August 2024

- Resolved 100+ customer inquiries, increasing satisfaction by 35% by reducing purchase barriers.
- Leveraged mobile apps and technology to streamline shopping tasks, ensuring high accuracy in order fulfillment.
- Achieved a UPH average of 150, exceeding standards and boosting department efficiency.
- Resolved 95% of unexpected issues within 15 minutes, minimizing disruptions by 30%.

## Projects

## Enchanted Escape | Unity, C#

August 2024 – Present

- ullet Collaborated in a team of ullet to build a 2D Unity game with ullet levels, featuring puzzles and dynamic gameplay.
- Designed 5+ unique environments and characters, implementing player controls and progressive difficulty.
- Created a cohesive storyline, integrating audio and visual assets for seamless transitions and player immersion.
- Supported team with animation and coding tasks to align visual elements and gameplay for a unified experience.

## Achilles | React.js, SQL, Vanilla Node.js, DBeaver, AWS, Vercel, Git

January 2024 – May 2024

- Developed a responsive point-of-sale website with React for the front end and Node.js for server handling.
- Integrated front and back end using PHP, managing data with SQL via DBeaver, resulting in optimized data flow.
- Deployed on AWS and Vercel, achieving 100% uptime with containerized scalability and performance monitoring.
- Automated inventory management with 4 triggers to handle inventory monitoring and replenishment efficiency.

## Tamagotchi Project | C++

June 2023 – May 2023

- Developed a pet simulation in C++ using 5+ classes and 10+ files, with inheritance to model pet behaviors.
- Implemented player interactions, such as feeding and playing, to enhance gameplay engagement.
- Optimized performance by resolving 30+ bugs, improving overall gameplay mechanics by 40%.
- Reinforced C++ skills through hands-on coding, building a solid foundation in programming fundamentals.

## TECHNICAL SKILLS

Languages: Python, JavaScript, SQL, C, C#, C++, HTML, CSS, PHP

Frameworks & Libraries: React, Node.js

Developer Tools: AWS, Azure DevOps, Git, MySQL, Vercel, VS Professional, VSCode, Arduino, Microsoft SQL Server