

Iosef Leonardo Casas Gutierrez

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WORK EXPERIENCE

Crimson Ed, Remote— *ECL Mentor and Tutor*

SEPT 2021 - PRESENT: **Project Management, Communication, Web Development**

ECL Mentor guiding and teaching students about Project Management, Web Development and Game Development. Engaged in Software and Curriculum design.

Dartmouth CS Dept, Hanover NH — *Teaching Assistant*

JAN 2019 - MAY 2022: **Software Development, Time Management**

Teaching Assistant for Computer Science courses: Introduction to Computer Science and Software Design and Implementation. Taught weekly sessions for Computer Science concepts. Developed and designed automated grading tools for assignments.

PROJECTS

Empyrean Experience

FEB 2022 - MAR 2022: **C#, GLSL, Unity, 3D Modeling**

Short experimental atmospheric game. Implemented algorithm and data structure for Object Interaction and Game State transitions. Implemented Water and VFX GLSL shaders. Implemented algorithm in shader for texture layering of Terrain.

Leona Creative Portfolio

NOV 2022 - DEC 2022: **NextJS, ReactJS, NodeJS, HTML, CSS, JS, Ubuntu VPS**

Developed a Creative Portfolio website for my own Creative work. Implemented a responsive UI/UX. Implemented Backend CMS content creation and project data communication Server to the FrontEnd. Implemented 3D Backend Rendering into the website.

LearnVerse Online Learning

JAN 2022 - JUN 2022: **Unity, React, JS, C#, AWS, bash**

Led a team of 6 to develop an online learning platform. Designed Learning Objectives and Goals. Implemented WebGL Networking multiplayer framework. Developed automated deployment add-on for the Unity Game Engine.

EDUCATION

Dartmouth College, Hanover NH — *Computer Science and Digital Arts*

SEPT 2017 - JUN 2022 - GPA: 3.25

Studied Computer Science and Digital Arts at Dartmouth College. Received 2 Academic Citations from different departments. Worked on a number of large scale projects. Such as Design and Development of a VR Multiplayer Game, Research in 3D Architectural Visualization and Developing Algorithms for Planetary Orbital Simulations.

SKILLS

Project Management
Software Development
Full Stack Development
Game Design and Development
Fast-learner and Goal Oriented

TOOLS

HTML, CSS, JS
EJS, ReactJS, NextJS
Python, C++, C#
GLSL, OpenGL, DirectX
MongoDB, MySQL, Ghost CMS
VSCode, Git, Vim
Ubuntu, Windows, MacOS

AWARDS

Citation: Classical Studies
10.08: "... In this class he brought his extensive expertise of online culture to the table, and applied it to the topic of studying ancient and modern humor..."
Spring Term 2019 Neeltje I. Kuin, Dartmouth Faculty

Citation: Computer Science
23.01: "... Iosef has excelled at the three main components of the class; technical skill, artistic vision and leadership. Rarely does a student do so well at all three as Iosef has shown..."
Winter Term 2022 James M. Mahoney, Dartmouth Faculty

LANGUAGES

English and Spanish