Montana R Sanchez

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Career Objective

Computer engineering student pursuing an internship at NASA's Jet Propulsion Laboratory (JPL). Passionate about space exploration and eager to contribute my knowledge and programming skills to cutting-edge projects. I hope to gain valuable experience and contribute to innovative engineering solutions.

Education   Fall 2024 to Present

Bachelor of Science in Computer Engineering   3.27 GPA
University of California Santa Cruz (UCSC)
Expected Graduation Date – June 2028

Professional Experience

Summer Camp Counselor   **July & August 2022, 2023, 2024**
Summerkids

- Outdoor Activities
  - Facilitated innovative, period-based activities, teaching sports, crafts, and outdoor skills for large groups of campers.
  - Created an inviting and safe learning space; prepared and managed materials for daily crafts and activities.
  - Ensured a positive, supportive environment, managed campers' behavior through restorative practices, and provided individual support based on campers' diverse needs.
  - Led hikes and archery for age groups K-6th, provided certified instruction for proper use of archery equipment, adapted for various age groups and abilities.
  - Worked with fellow counselors to plan, set up, and lead daily camp activities.
  - Supervised campers to ensure safety during all camp events, including ceremonies, snack, and lunch.
  - Contributed to the camp experience with active participation in songs, skits, and chants.
  - Applied unique skills and energy to create a joyful camp experience.
- Customer Service
  - Greeted campers and families, ensuring a positive, safe environment.
  - Assisted with check-in/check-out, managed daily attendance, and communicated with families as needed.
  - Fostered a fun, energetic atmosphere throughout the day, creating a smooth transition for campers at drop-off and pick-up.

- Certifications
  - HeartSaver® First Aid CPR AED, American Heart Association
  - USA Archery Level 1 Certification

Academic Experiences

- Senior Project
  - Developed a video game in Python inspired by Nintendo's Super Mario Brothers.
    - Developed the logic for the game environment, allowing users to control sprites through the keyboard interface.
    - Wrote functions to manage jump sequences and boundary layers within the game.
    - Implemented logic that tracked game statistics, including the number of lives and the player's score.
- Robotics Team
  - Reverse-engineered the functionality of a robot built by the previous year's team.
  - Implemented Java methods to control the robot's actuators for the necessary movements.
  - Built and wired new components and programmed them to ensure everything worked seamlessly.

Core Courses Taken

- Computer Systems and Assembly Language and Lab
- Programming Abstractions: Python
- Calculus for Science, Engineering, and Mathematics

Skills

- Python, C, Java, Java Script, , HTML5, Windows
- Video editing and effects: Adobe After Effects, Wondershare Filmora 14, Blender

Hobbies

- Play, compose, and listen to rock and metal music.
- Record and produce original songs
- Bike and hike around the UCSC campus and Altadena area
- Weight lifting
- Programming
  - Regularly creating programs to automate and optimize repetitive tasks.