**Objective Statement**

**Montana R Sanchez**

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# I am a computer engineering student actively seeking an internship at NASA's Jet Propulsion Laboratory (JPL) in the computer engineering field. I am passionate about space exploration and eager to contribute my skills and knowledge to cutting-edge projects. My academic background and hands-on experience make me a strong candidate for an internship at JPL, where I hope to gain valuable experience and contribute to innovative engineering solutions.

# Education

University of California Santa Cruz (UCSC) Computer Engineering

Expected Graduation Date – June 2028

3.97 GPA

# Work Experience

September 2024 - Present

Summerkids July 2024, 2023 and 2022 - August 2024, 2023 and 2022

Summer Camp Counselor

My responsibilities included overseeing campers, providing first aid, teaching archery, leading various camp activities, and organizing camp sing-a-longs. I worked closely with the lead counselor to plan outdoor events for campers from kindergarten through 8th grade. I also mentored campers during nature hikes, sharing knowledge about local wildlife and emphasizing outdoor safety.

Certifications:

Current American Red Cross Standard First-Aid & CPR certification

# Academic Experiences

High School Senior Project:

developed a video game in Python inspired by Nintendo’s Super Mario Brothers. I developed the logic for the game environment, allowing users to control sprites through the keyboard interface. I wrote functions to manage jump sequences and boundary layers within the game. Additionally, the code I implemented tracked game statistics, including the number of lives, levels played, and the player's score.

High School Robotics Team:

I reverse-engineered the functionality of a robot built by the previous year's team. I implemented Java methods to control the robot's actuators for the necessary movements. I also built and wired new components and programmed them to ensure everything worked seamlessly.

# Related Coursework

Python for Game Development, Java for Game Development, Java for Robotic Controls, Calculus, Physics, 3D Printing

# Skills

Python, HTML5, Java, Java Script, C, Git, Windows

# Extracurricular Activities

I served as an Audio Engineer for my high school's music events, ensuring sound quality and technical support during performances. I also mentored high school bands, providing guidance on guitar techniques and performance skills. Additionally, I acted as a mentor for the high school robotics team, offering support and expertise in their projects.