

Marco Ravelo

Computer Science Student

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OBJECTIVE

Currently looking for an internship during the 2019 summer. Passionate about the constant evolution of technology and its use to better improve human lives and society. Strong foundation in mathematics and creative design that I apply to all my projects and assignments.

EDUCATION

Texas A&M University, College Station, TX

- B.S. Computer Science
Minor in Mathematics
Minor in Art
- GPA: 3.537
- Graduation Date: May 2021

PROGRAMMING LANGUAGES & SOFTWARES

- C++ / C#
- JavaScript / WebGL
- HTML / CSS
- Python
- Unity Game Engine
- Adobe Applications (Photoshop, Illustrator, etc.)

PROJECTS

Personal Website, Jun 2018 - Present

- Designed and created website from scratch using HTML and CSS.
- Constantly updating with new projects and resources for others to use.

Deep Pockets, Oct 2018 - Dec 2018

- Developed for TAGD (Texas Aggie Game Developers) first semester long game jam.
- Includes elements of procedural generation, artificial intelligence, and combat/inventory systems.
- Awarded best programming award by a panel of judges.

Ascension, Jan 2019 - Apr 2019

- Developed for TAGD (Texas Aggie Game Developers) second semester long game jam.
- Local multiplayer platformer designed for a fun and competitive experience.
- Awarded first place by a panel of judges.

SKILLS

Bilingual

Fluent in both English and Spanish.

Problem Solver

Enjoy the challenge of solving a difficult problem and the process of discovering effective and efficient solutions.

Creative Thinker

Think of new and creative ways to design and construct throughout my creation process.

INTERESTS

- Game / Software Development
- Computer-Human Interaction
- Computer Graphics

EXPERIENCE

Research

Texas A&M Aggie-E Challenge | Jan 2018 - May 2018

Designed augmented reality (AR) games for recovering stroke patients to assist therapists with physical rehabilitation.

Experience working in a team to achieve a common goal, as well as experience with failure and how to learn from mistakes.

Work

Texas A&M Entomology Dept. | Feb 2019 - Present

Assisted in designing and developing an educational game based on the evolution of genomes in simple organisms.

Utilized the Godot game engine as well as adobe creative cloud applications to develop art assets.

iDTech Instructor | May 2019 - July 2019

Summer instructor for iDTech camp at Trinity University

Taught weekly courses to kids and teens about the fundamentals of programming, game design, and logic-based problem solving.

Organizations

Texas A&M University | Aug 2017 - Present

- Engineering Honors (Texas A&M)
- TAGD (Texas Aggie Game Developers)
Current officer position: *Internal Developer*
Create and lead workshops, organize annual game jams, and mentor/guide members with creating games.