

NATALIE HUANTE

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SUMMARY

A hard-working, motivated Computer Science and Game Development student looking for opportunities to grow and learn in a company environment. Passionate about hands-on learning and observing others to quickly adapt to new situations.

PROJECTS

Neon Mirage

Collaborative class project in Unity C#. Project is a spinoff of the classic Breakout arcade game. Contributions: ObjectPooling, Brick Development, Art Integration, Debugging

Shipwrecked!

Solo project in Unreal. The player must navigate through a time maze after being shipwrecked on an unfamiliar island. Key components: Blueprints, Widgets, Cinematics, Collisions

Voting Systems Simulation

This project simulates three types of voting systems given some parameters (set of candidates, voter distribution, etc.) and analyses the differences in voter satisfaction based on the result of the election. Collaborative. Java.

Game of Life

Program generates a grid representative of bacteria, simulating its life cycle based on user input for configuration, grid dimensions, initial population density, game mode, etc. C++. Linux Terminal. Pointers & Arrays.

LEADERSHIP EXPERIENCE

Vice President of Operations

Tri Delta, Epsilon Nu Chapter

📅 04/2022 - 04/2023

- Oversee and manage all chapter logistics such as chapter budget, officer spending, facility operations, member finances, officer support & accountability
- Lead the Operations team, serve as the representative in the Executive Committee, and communicate important information regarding logistics to chapter members

Peer Advisor

Chapman University Fowler School of Engineering

📅 08/2022 - Present

- Assist students regarding course registration, graduation requirements and/or status, course catalogs, organization and navigation of course history, etc.
- Act as a liaison between the Fowler student body and the Academic Advising Staff and assist staff during Academic Advising Sessions

Orientation Leader

Chapman University Residence Life and First Year Experience

📅 08/2021 - Present

- Facilitate a group of approx 30 incoming students through Fenestra Forums, in the effort to ease their college transition
- Maintain a positive attitude and effective communication in order to assist students, parents, and the Orientation Team in any way

STRENGTHS



Communication

Believes a key element in teams who can work efficiently and collaboratively and succeed is the ability to communicate internally and externally with other teams.



Quick Learner

Loves to adapt to new environments by observing and engaging with others.



Time Management

Driven to ensure projects are worked on in a timely manner and deadlines are met with a strong end result.

EDUCATION

BS Computer Science,
Game Development
Minor

Chapman University

📅 08/2020 - 05/2024
📍 Orange, CA

GPA
3.78 / 4.0

RELEVANT COURSES

Data Structures, Algorithm Analysis, OOP, Data Communications & Networks, Human Computer Interactions, Level Design, Unreal Game Engine, Visual Programming, Computer Architecture, Social & Ethical Issues in Computing, Artificial Intelligence

SKILLS

Python

Java

C++

C#

Linux Terminal

MS Office

Github

Plastic SCM

Unity

Unreal

Arduino

Google Suite

Slack

Maya

Fusion 360

Canva

3D Printing & Design

Jenkins