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.

WORK EXPERIENCE

Peer Advisor

Chapman U, Fowler School of Engineering   📅 08/2022 - Present

- Assist 100+ students per semester with course administrative tasks such as registration, graduation requirements/status, course catalogs, etc.
- Act as a liaison between the Fowler School of Engineering study body and the Academic Advising Staff

DEIAB Committee Co-Chair

Tri Delta, Epsilon Nu Chapter   📅 05/2023 - Present

- Facilitate DEIAB education to 100+ chapter members through monthly newsletter, trainings, events and activities
- Monitor chapter activities planned by 19+ officers to ensure they meet the ethical standards set by national and local chapter values and bylaws

Vice President of Operations

Tri Delta, Epsilon Nu Chapter   📅 04/2022 - 05/2023

- Oversee and manage all chapter logistics including a $100k+ budget, facility operations, 100+ member finances, 19+ officer support, spending and accountability, etc.
- Lead the Officer Slating and Onboarding Process
- Lead the Operations Team and serve on the Executive Committee
- Serve as a liaison between the chapter and Tri Delta's Executive Office

PROJECTS (LINKED ON WEBSITE)

In the Pipes
(Fall 2023-Present)

Players navigate through the sewers in this level-based, 2d side-scroller video game. Began as a solo Unity project. Currently developing with my new team. Version Control. Tilemaps. Level Design. Team Management

Health Blocks
(Fall 2023)

Accessible and intuitive nutritional information lookup program leveraging the Blockly API and the Nutrionix API. Developed a domain-specific language to enhance user customization. Collaborative. HTML. CSS. JavaScript.

Voting Systems Simulation
(Spring 2023)

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

Roll A Ball
(Spring 2023)

Set in space, this 3D, level-based game stars an asteroid as the player who must navigate moving obstacles and enemies to win. Unity. Prefabs. Level Design.

Shipwrecked!
(Spring 2023)

Racing against time, players must navigate through a maze on a deserted island after a shipwreck. Unreal. Solo. Key components: blueprints, cinematics, widget design, collision mechanics.

Neon Mirage
(Spring 2022)

Spinoff of the classic Breakout arcade game. Collaborative. Unity. Version Control. Contributions: ObjectPooling, Brick Development, Art Integration, Debugging

EDUCATION

BS Computer Science, Game Development Minor

GPA
3.82 / 4.0

Chapman University

📅 08/2020 - 05/2024

· Provost's List

SKILLS

Python   Java   C   C++   C#

Swift   HTML   JavaScript

Linux Terminal   Slack   Github

Plastic SCM   Unity   Unreal

Arduino   Google Suite   Canva

3D Printing & Design   Fusion360

Maya   Spanish Fluency

RELEVANT COURSES

Data Structures & Algorithms
Object Oriented Programming in Java
Data Communications & Networks
Human Computer Interactions
Social & Ethical Issues in Computing
Computer Architecture
Unreal Game Engine
Level Design
Unity Programming
Visual Programming
Computer Graphics
Database Management
Algorithm Analysis

LANGUAGES

English   Native ━━━

Spanish   Native ━━━