

Natalie Huante

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SUMMARY

A devoted, hard-working student looking for opportunities to grow and learn in a company environment. Loves hands-on learning and observing others to quickly adapt to new situations. Passionate about game development programming and other sectors of back-end programming.

WORK EXPERIENCE

Graduate Student Instructor

Chapman University

📅 08/2024 - Present

- Design and deliver lectures, assignments and other materials while adapting to student needs and engagement as needed.
- Guide students in learning foundational coding skills and applying critical thinking skills to programming.

Office Administrative Assistant

Stage Plus Inc.

📅 08/2015 - Present

- Assist the small business team in administrative tasks such as managing filing systems, payroll, employee input and communication, etc. as needed.

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 Officer Slating, the Onboarding Process and the Operations Team and serve on the Executive Committee
- Serve as a liaison between the chapter and Tri Delta's Executive Office

Orientation Leader

Chapman University, Residence Life & First Year Experience

📅 08/2021 - 08/2023

- Facilitate groups of up to 60 students through forums and events, and assisting parents and the Orientation Team where needed
- Maintain a positive attitude and effect communication with all parties

PROJECTS (LINKED ON WEBSITE)

Smart Processing of Trash (SPOT) (Fall 2024)

A device that scans your disposables and filters them to the corresponding bins. Intended for areas with high foot traffic where companies benefit from sorting waste at-source. Raspberry Pi. Product Design & Development. Cost Analysis. Market Fit.

In The Pipes (2023/24)

Players navigate through the sewers in this level-based, 2D side-scroller video game. Team Unity project. Contributions: Level & UI Design, Art & Sounds Integration, Spider Movement, Enemy Behavior, Schedule & Team Management, etc.

Voting Systems Simulation (Spring 2023)

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

Bird-Aircraft Collision Statistical Analysis (Fall 2024)

This report discusses and analyses bird strikes to build a deeper understanding of how often they occur, what factors might be influential, etc. Includes Frequentist and Bayesian approaches, EDA, discussions of causal inference, and more.

Health Blocks (Fall 2023)

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

Neon Mirage (Spring 2022)

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

EDUCATION



M.S. Computer Science & Electrical Engineering

Chapman University

📅 08/2024 - 05/2026



B.S. Computer Science, Game Development Programming Minor

Chapman University

📅 08/2020 - 05/2024

- Provost's List
- Magna Cum Laude

GPA

3.82 / 4.0

SKILLS

Python	Java	C	C++	C#	R
Swift	HTML	JavaScript		CSS	
Slack	Github	Plastic SCM		Unity	
Unreal	Arduino	Google Suite			
Canva	3D Printing & Design			Fusion360	
Maya	OpenGL				

TRAINING / COURSES

Data Structures & Algorithms

Object Oriented Programming in Java

Human Computer Interactions

Database Management

Algorithm Analysis

Social & Ethical Issues in Computing

Artificial Intelligence

Statistical Machine Learning

Level Design

Computer Graphics

Collaborative Game Development

LANGUAGES

English	Native
Spanish	Native