Omar Morales-Saez

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OBJECTIVE:
Seeking a Full-Time Software Engineer position to leverage my experience in full-stack web development, front-end frameworks, and agile methodologies. Available Immediately.

EDUCATION
Rochester Institute of Technology (RIT), Rochester, NY   Graduated May 2025
B.S. in Game Design & Development (Software Focus)   **GPA: 3.5**
Minor in Software Engineering

SKILLS
Programming Languages: C#, Javascript, C, C++, Dart, Java, SQL, HTML, CSS
Tools: Visual Studio, VS Code, Unity, Git, Angular, React, Flutter, Agile Development(Scrum), Node.js, GraphQL, Jira

WORK EXPERIENCE
Colgate Palmolive, Application & Software Development Internship   June 2024–2025
Full Stack Intern   Piscataway, NJ
- Developed and maintained configurable, reusable front and back-end components using Typescript, React Framework, GraphQL, and Node.js to streamline the launch of new eCommerce sites, reducing time and implementation efforts.
- Collaborated in an agile environment to implement features and enhancements for live websites, including brands like PCA Skin and GABA-Switzerland.
- Regularly participated in code reviews, receiving feedback to improve code quality and adhere to best practices.

RIT Dining, Beanz   November 2021–2024
Barista   Rochester, NY
- Developed the ability to manage a fast-paced environment and efficiently handle multiple tasks simultaneously.
- Strong communication skills used for interacting with customers and colleagues, crucial for effective project collaboration.

MAGIC Spell Studios Game Design Camp Internship   June 2023–August 2023
Mentor / Camp Counselor   Rochester, NY
- Designed educational materials and lesson plans for game development in Construct 3, teaching highschool students how to think critically and develop a game.
- Managed a structured daily schedule, ensuring activities ran smoothly and on time, reflecting strong time management abilities for meeting project deadlines.

PROJECTS
Music Non-Profit Website (Academic Project)   September 2023–December 2023
- Developing software with a team of five in my Software Engineering class, utilizing object-oriented design skills and relevant design principles applicable across various classes and application subsystems.
- Focusing on the software development life cycle to create a website intended to serve as a valuable resource for a non-profit Music Company.

Brick Bird (Personal Project)   July 2022-August 2022
- 2D side-scroller inspired by Flappy Bird during my summer break in Visual Studios 2015; The player controls a brick by tapping the spacebar to jump, jumping through pillars, and aiming for a high score.
- Developed the physics for gravity based on formulas learned within College Physics I.