

# Samuel Xavier Borges

samuelxborges@gmail.com | linkedin.com/in/samuel-xavier-borges | github.com/samborg-dev

## EDUCATION

### University of Central Florida

2024 – 2028

*Bachelor of Science in Computer Science, Minor in Studio Art | GPA: 3.5*

*Orlando, FL*

**Organizations & Affiliations:** ColorStack, NAF Alumni, Society of Hispanic Professional Engineers, KnightHacks

**Relevant Coursework:** C Programming, Python Programming

### Miami Dade College

2022 – 2024

*Associate's in Arts | GPA: 3.5*

*Miami, FL*

**Relevant Coursework:** C++ Programming, Java Programming

## EXPERIENCE

### Software Engineering Intern

Jun 2023 – Aug 2023

*Miami EdTech*

*Miami, FL*

- Assisted with the testing and development of visual recognition AI software in Python, increasing efficiency & accuracy by **25%**.
- Researched the possible integrations & benefits of STEM education curriculum packages as part of a team of interns, suggesting a proposal to reach over **30** schools in the surrounding area.

### Information Technology Support Assistant

Jun 2022 – Aug 2022

*Miami Lakes Educational Center*

*Miami, FL*

- Provided technical support to over **50** teachers & staff members, solving a wide array of IT-related issues to ensure minimal or zero downtime enhancing operational efficiency by **30%**.
- Managed the installation of hardware & software, system upgrades, & regular maintenance on over **300** devices to ensure flawless performance and integration into the upcoming school year.

### Volunteer Manager & Information Technology Support Assistant

Jun 2019 – Aug 2023

*Miami Springs Middle School*

*Miami, FL*

- Maintained a team of over **15** volunteers to assist with the school's yearly summer maintenance & renovations, scheduling & assisting with assignments for each subdivision, increasing productivity from previous years by **70%**.
- Provided intensive technical support to over **40** teachers & staff by troubleshooting & solving a wide array of IT-related problems to ensure minimal or zero downtime enhancing operational efficiency by **25%**.

## PROJECTS

### MancalaMaestro | TypeScript, Next.js, React, tRPC, Tailwind CSS, Prisma, PostgreSQL, Git Jun 2024 – Present

- Developing a full-stack web application allowing players to play mancala against each other, integrating dynamic ranking & matchmaking systems to promote player engagement by an estimated **35%**.

### Spark-a-Hack | TypeScript, Next.js, React, tRPC, Tailwind CSS, Drizzle, Git Oct 4, 2024 – Oct 6, 2024

- Collaborated to create an AI-driven brainstorming platform that gathers data from top hackathon projects in order to generate winning ideas tailored to the user using TypeScript & Next.js.
- Developed a sleek & intuitive front-end using Tailwind & React, prioritizing a clean & seamless user experience to boost engagement by **35%**.

### Night of Knights | Unity, C#, Git

May 2023 – May 2024

- Led & managed a team of **6** members, creating project timelines & assignments for each to increase productivity & efficiency by **45%**.
- Placed second in the Technology Student Association, Florida State Video Game Design Competition, 2024, besting over **35** other teams through the creation of enticing & innovative map, enemy, & battle design.

## TECHNICAL SKILLS

**Languages:** Python, C, C++, C#, Java, HTML, CSS, JavaScript, TypeScript

**Libraries & Frameworks:** Tkinter, Pygame, React, Next.js, Node.js, NextAuth.js, Tailwind CSS, tRPC

**Developer Tools:** Git, VS Code, Visual Studio, PyCharm, Eclipse, Unity, Prisma, PostgreSQL