

Samantha Ortiz

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EDUCATION

Trinity University, San Antonio, Texas
Bachelor of Science in Computer Science

May 2019
Cumulative GPA: 3.3

TECHNICAL SKILLS

Languages: C#, C++, Scala, Javascript, C, Haskell, Firebase

Operating Systems: Linux, Windows, Mac OSX

Environments: Eclipse, Visual Studios 2015, MonoDevelop, YarnSpinner, Webstorm

Software: Microsoft Word, Microsoft PowerPoint, Unity

Methodologies: Agile Development, OOP

RELEVANT COURSEWORK

Low-Level Computing, Principles of Data Abstraction, Game Development, Advanced Game Development Principles of Functional Languages, Interactive Multimedia Communications, Graphics, Computer Design, Software Engineering I & II

PROFESSIONAL EXPERIENCE

Intern

Merge VR, San Antonio Texas

- Improved back end database management for Merge Cube App utilizing Firebase
- Developed a review app utilizing Unity to assist software developers
- Collaborated with artist increase usability of UI design
- Created an MVP and Game Design Document for software development team

Head Tutor

Trinity University, San Antonio Texas

- Tutor for six hours a week, focusing on Computer Science 1, Low-Level Computing, and Computer Science 2
- Help students debug code to properly execute projects in eclipse and visual studios
- Communicate programming concepts such as basic syntax, loops, and functions to strengthen student understanding

PROJECT EXPERIENCE

Dig

May 2018 - August 2018

- Merge Cube Application
- Developed Unity Application to assist software developers in navigating worlds created by Dig users

HEB Software Project

August 2018 – May 2019

- Created a full stack application to assist Hiring Managers at HEB with the candidate application process.
- Coded for front end development with Webstorm using React and Javascript.
- Worked with a team of five other people to coordinate the development of the project using Agile methods.

Group Game for Game Development

October 2017-December 2017

- Developed art assets for characters in map navigation
- Created script that allowed for character navigation and developed AI navigational patterns for enemies
- Worked with a team using Agile Scrum methods

Space VR

February 2018 – April 2018

- Created collectable items for player to advance in virtual reality space venturing game that included networking
- Collaborated with world generation team and UI design team
- Used Agile Scrum methods to promote team efficiency

Virtual Gorge Tour

January 2018 - May 2019

- Created mobile VR application for users to experience the Canyon Lake Gorge in Texas virtually
- Used C# and Unity to assist people with disabilities who could not attend the Gorge themselves
- Presented at President's Dinner for Trinity University at the Witte Museum in San Antonio, Texas

LEADERSHIP EXPERIENCE

President

December 2017 – January 2019

Association of Computing and Machinery, Trinity University

- Talk to companies and schedule meetings for campus visits
- Schedule meetings with other members and delegate roles to executives

CAMPUS INVOLVEMENT

Member, Trinity University Association of Computing Machinery

August 2015 – May 2019

Member, Trinity University Women in Computing

August 2016 – May 2019

Volunteer, Homeless Outreach Pursuing Education

August 2015 – May 2019