

# 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 - Present

*Member*, Trinity University Women in Computing

August 2016 - Present

*Volunteer*, Homeless Outreach Pursuing Education

August 2015 - Present