**Samantha Ortiz**

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# EDUCATION

**Trinity University**, San Antonio, Texas May 2019

Bachelor of Science in Computer Science 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