

Hi!

I love people who love people and I'm eager to use my skills for the greater good. As a mindful listener and seasoned problem solver, I find myself enjoying work with the optimists. Email me at [netusersel@gmail.com](mailto:netusersel@gmail.com) to grab a cup of coffee anywhere in Portland or virtually.

Let's build something.

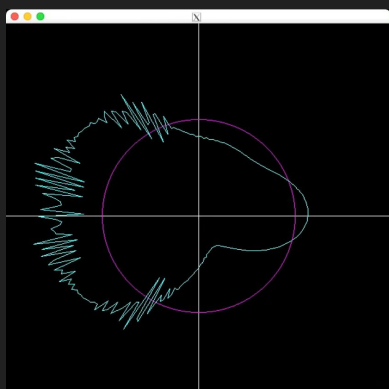
selena flores

BA in computer science & mathematics '23

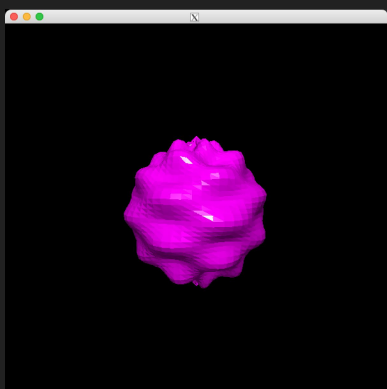


## my work

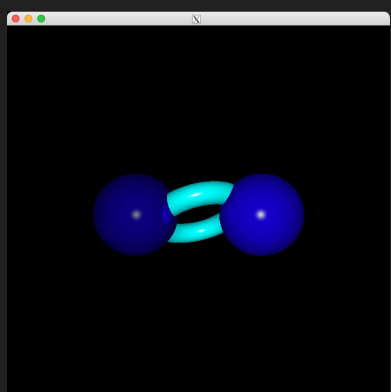
Heat Equation Simulation



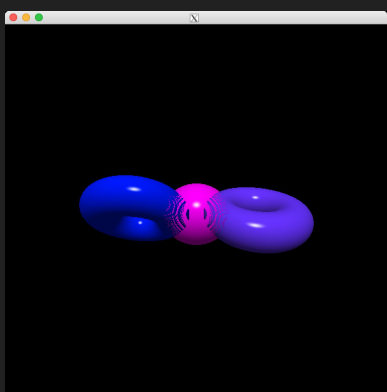
Spherical Harmonics



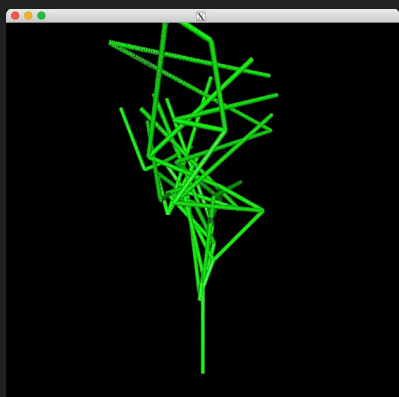
Hybrid Rendering Engine



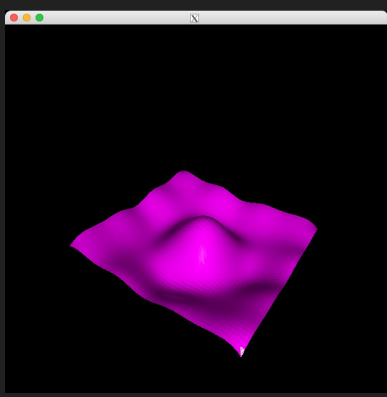
Ray Marching



3D Recursive Binary Tree



Wave Equation



I've been a Diversity, Equity, & Inclusion chair, a Lead Game Developer, a Front-End(and Back-end) Developer, Graphics Lab intern, and Teaching Assistant (of multiple disciplines), but I've always been a student. I've done research in neural networks, numerical methods, and rendering engines in C. My two most recent points of experience have been part of Lewis & Clark's Cascadia Game Earthquake project, and some experiments in Blender. Here is a link to my full resume. Hope to see you soon!

-selena(she/her)