



Tomas Jauregui

Software Developer

Phoenix, Arizona

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<https://www.devtaj.com/>

Skills

Traits: Adaptative, Honest, Independent , Resourceful

Topics: Game Design, Software Design, Data Structures, Agile, Object Oriented Programming

Awards

Dean's List Northern Arizona University March 2023 - May 2024	Honors Northern Arizona University August 2021 - May 2025	Lumberjack Scholar Northern Arizona University August 2021 - May 2025
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Hi, I'm Tomas Jauregui, a Software Engineering student at Northern Arizona University with a focus on Game Design. My passion for software engineering drives me to create innovative ideas and enjoyable experiences for users.

Experience

Northern Arizona University February 2024 - July 2024
Research Software Engineer Flagstaff, AZ

Software: UnityVR, Meta Quest and C#

- Utilized Unity VR and Meta Quest 2 to develop 50% of the games that act as an educational environment for metrology
- Created interactive educational games to enhance student understanding of metrology principles.

General Dynamics May 2023 – August 2023
Software Engineering Intern Pittsburgh, PA

Software: Typescript, React, NodeJS, Postgres and Docker

- Constructed a user-friendly interface and implemented website functionality using React and TypeScript.
- Employed SQL and Postgres for database implementation and created mock objects for the data.

Northern Arizona University August 2022 – May 2023
Tutor Flagstaff, AZ

Software: C, Python and Bash

- Assessed and evaluated student projects in the C language curriculum for an academic year, taking on 30% more students than the average tutor.
- Provided guidance and support to individual and groups of students struggling with programming languages and discrete mathematics.

Education

Northern Arizona University August 2021 - May 2025
Software Engineering Bachelor of Science
3.6 GPA

Projects

Picoma July 2024 - Present

Solo Software Developer
<https://github.com/tajsDev/picomecharena>

Software : Zig and Raylib

- Built a mini version of my solo game using a custom-built engine in Zig and Raylib.
- Engineered core features, including rendering, physics collisions, and input handling

Gamified Walking App August 2023 - May 2024

Software Architect and Release Manager
https://ceias.nau.edu/capstone/projects/CS/2024/MotusMethods_F23/

Software: Flutter, Flame, Dart and Hive

- Led the development of a mobile app designed to help struggling individuals use exoskeletons using Flutter and Flame.
- Presented the project at the Undergraduate Symposium, showcasing our progress and accomplishments to fellow students.

Golf-N-Stuff January 2023 - May 2023

Lead Level Designer
<https://github.com/Major-Lag98/Golf-N-Stuff>

Software: C#, Postgres and Unity

- Teaming five students for a semester project to create a 3D golf game with competitive elements using Unity and C#.
- Created challenging courses with integrated obstacles to showcase player skills.