

# Xavier Ramirez

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<https://github.com/xramirez>

## OBJECTIVE

- Computer science specialist with a strong foundation in math, logic, and design.
- Extensive knowledge in customer service and communication with clients.

## SKILLS

C#	Node.js	Adobe Photoshop	Git/Github	Microsoft Office	JavaScript	
MySQL	HTML/CSS	.NET Framework	Python	Data Analysis	Java	C++

## EXPERIENCE/PROJECTS

### Sales Associate, Bedrock City Comic Company

Houston, TX || August 2019 – March 2021

- Communicated with dozens to hundreds of customers and clients daily, developed skills in customer engagement and multitasking.
- Assessed the value of wide-ranging items brought in by clients and negotiated purchase agreements on behalf of the company.

### Intern, AI Programmer, Programming Consultant, YHWH Games

Houston, TX || November 2019 – August 2021

- Analyzed existing systems and performed quality control in Unity 2D.
- Optimized and rewrote code.
- Spearheaded changes to the project's code base.

### Summer IT Intern, Baylor College of Medicine Office of Research

Houston, TX || June 2018 – August 2018

- Assessed potential programs for remote viewing of researchers' IT issues.
- Reviewed communications issues between hardware systems used by researchers.

### Henchman Career Fair, Project Lead

University of Houston || Fall 2018

- Designed and developed a full video game in Unity 3D in a group setting.
- Coordinated team and directed members with creative and technical direction.
- Built the game's core mechanics.
- Awarded First Place in Saljack Enterprises' Fragfest and Popcon Games Design Competition.

### Citruscide, Technical Lead

University of Houston || Fall 2018 – Spring 2019

- Designed and developed a full game in Unity 2D in a large group.
- Monitored the technical element of game development.
- Served as the medium of communication between technical and creative teams.

## EDUCATION

Bachelor of Science, Computer Science

Minor: Mathematics

University of Houston – Houston, TX

May 2019