Christian Orozco

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Education

Florida International University   Graduated December 2024
Bachelor of Arts in Computer Science (GPA: 3.5 / 4.00 Cum Laude)   *Miami, Florida*
- **Relevant Coursework:** Data Structures, Logic for Computer Science, Systems Programming, Computer Architecture, Software Engineering, Modeling & Simulations, Programming Languages, Mobile App Development, Database Management, Human-Computer Interaction, Operating Systems

Experience

Hash Studios   Feb 2024 – Jun 2024
Software Engineer Intern, ♪ *Social Media Handler*   *Miami, Florida*
- Led a cross-functional team of developers to successfully design, develop, and launch a Unity VR game called CatTrax, which garnered high user engagement and positive feedback within the Steam ecosystem.
- Designed and implemented complex and interactive obstacle systems in Unity, enhancing the user experience and engagement levels.
- Implemented rigorous testing protocols to ensure reliability and efficiency of game performance prior to its scheduled release.

Funny Tales   Aug 2024 – Present
Software Engineer   *Miami, Florida*
- Designed and implemented a custom Profiling Tool in Unity, enabling developers to monitor real-time performance metrics and optimize gameplay by extracting data with Python, significantly improving efficiency in identifying bottlenecks.
- Collaborated closely with cross-functional teams, including designers and developers, to ensure seamless integration of the Profiling Tool into the VRider X game pipeline.
- Spearheading the development of a procedural generation tool, using advanced algorithms to create an infinite highway system for the VR game, enhancing player immersion and expanding replayability.

Projects

Meta Museum | *MIT Reality Hacks, TypeScript, Blender,* *Devpost*
- Traveled to Massachusetts Institute of Technology in Cambridge, MA and won Meta's Horizons Lifestyle Challenge for the biggest VR/XR hackathon in the United States as the project lead.
- Crafted intricate game logic and artificial intelligence algorithms using TypeScript to enhance player experience and challenge levels.
- Crafted various digital art pieces using Blender, showcasing proficiency in 3D modeling, texturing, and rendering techniques.

HackerMatch | *Shellhacks, Golang, React.js, SaaS,* *Devpost*
- Developed a platform to match hackathon participants based on skills, interests, and roles using a Golang backend and React.js frontend.
- Built intelligent matching algorithms to streamline team formation, improving collaboration and project success rates.
- Optimized database operations with MySQL for efficient data retrieval and management.

iBartender | *Swift, Firebase,* ⊙ *Github*
- Crafted a user-friendly mobile application that allows users to discover cocktail recipes by searching for available recipes based on home ingredients, using the CocktailAPI database.
- Crafted the user interface elements of the application, focusing on enhancing user experience through intuitive design and seamless navigation.

Technical Skills

Languages: C#, Rust, Kotlin, Swift, Go, Scala, TypeScript, R, C/C++, Python, Java
Technologies: Unity, Unreal Enigne, React.js, Angular, Vue.js, Django, Flask, Ruby on Rails, Spring Boot, Express.js, TensorFlow, PyTorch, jQuery, Bootstrap, Flask, ASP.NET, Node.js, Electron, Android SDK, iOS SDK
Concepts: Compiler, Operating System, Virtual Memory, Cache Memory, Encryption, Decryption, Artificial Intelligence, Machine Learning, Neural Networks, API, Database Normalization, Agile Methodology, Cloud Computing