



CIDAYIN VANESSA NAHUAT

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EDUCATION

The University of Texas at El Paso

Anticipated Graduation: August 2026

Bachelor of Science in Computer Science; Dean's List 2022-2024

GPA: 4.0

El Paso Community College

Graduation Date: May 2022

The Associate of Arts in Accounting, Business, and Economics

GPA: 4.0

Relevant Coursework: Data Structures, Calculus II, Matrix Algebra, Probability and Statistics, Discrete Mathematics, Trigonometry, Historical Geology

EXPERIENCE

Zumiez

May 2024

Sales Associate

El Paso, Texas

- * Display enthusiasm and promote excellent service to customers by using Zumiez 7-steps.
- * Resolve guest complaints by being clear and concise to maintain complete customer satisfaction.
- * Create stunning displays by using theories that pertain to capture customers attention and increase sales.
- * Encourage customers to venture out their comfort zone by actively listening to their preferences to help find their style.
- * Thoroughly plan out events by maintaining a consistent plan and communicating with coworkers details of the itinerary.

PROJECTS

Memory Game

- * Collaborated and implemented an interactive feature in java allowing users to select their preferred board size and then challenge themselves to uncover hidden numbers, marked by question marks, within a specified number of attempts.
- * Utilized Java's Random function to generate numbers for user pairing, creating dynamic and engaging game play.
- * Implemented a time complexity of $O(n)$, where n represents the user's choice between unlimited or finite attempts, optimizing game performance based on user preferences.
- * Executed 2D arrays to represent memory cells, enhancing user interaction by facilitating the discovery of hidden elements.

Unity Video Game Project

- * Learned Unity's Game Engine, such as its Scene Management, API, Physics related tools, and Asset Manager.
- * Collaborated with others to develop, implement, and test various Game Logic, such as the algorithm to construct a dungeon level based on dynamic values.
- * Implemented the user's input system, using Unity's recently released Input System. The project will be able to be accessed by anyone with their custom devices.
- * Researched through Unity's discussion posts to discuss solutions to problems we have encountered.
- * Collaborated on Enemy AI behavior, such as their movement and attack patterns.

TECHNICAL SKILLS

Languages: Advanced in Python, Java, HTML/CSS. Intermediate in C, JavaScript

Communication Skills: Spanish, English

Software: VScode, Spyder, MS Office, VMware, Linux, Unity

EXTRACURRICULAR ACTIVITIES

Vice President in VGC

August 2021- May 2022

Video Game Club at El Paso Community College

- * Helped promote events on social media.
- * Hosted tournament events and encouraged a friendly competition environment.
- * Assisted in planning multiple seasonal events that catered to club members interests.