

ARTURO GALVAN

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EDUCATION

University of San Francisco (USF)

Bachelor of Science in Computer Science

San Francisco, CA
Graduated May 2021

TECHNICAL SKILLS

- Python, C, C++, Java, JavaScript, Swift
- Unity Game Engine, Unreal Engine 5.2, Xcode for iOS
- GitHub, Docker Containers, Linux Proficient
- Jupyter Notebook, PostgreSQL

EXPERIENCE

AEROAI

Software Game Engineer

Las Vegas, NV
June 2023 - December 2023

- Implemented the User Interface for the game along with coding the functionality through blueprint implementation
- Kept an updated game developer documentation page to use and reference each feature and aspect of the game design
- Built and packaged versions of the game to test out all functionalities and made Jira tickets for issues to be fixed

UNLV Engineering Department

Computer Science Tutor

Las Vegas, NV
August 2022 - December 2023

- Worked closely with up to 6 walk-in students with labs/assignments written in C++ guiding them to debug their own code
- Provided useful feedback to students while analyzing problems with them on the whiteboard written in pseudocode

USF CS Department

Computer Science Tutor

San Francisco, CA
August 2019 - May 2021

- Assisted students with their labs/projects written in Java, C, and Python fostering their ability to understand CS concepts
- Held tutoring sessions virtually focusing an emphasis on guiding students to debug their own code through dialogue

CodePath

iOS Tech Fellow

San Francisco, CA
January 2021 - May 2021

- Organized and facilitated online class/activities to a class of 18 students along with organizing tutoring sessions
- Taught the essentials of building iOS Apps using Xcode to explore Swift, CocoaPods, APIs, and GitHub

Remedly

Product Manager Intern

San Francisco, CA
November 2020 - March 2021

- Constructed decision matrices of vendors that could be integrated into the company's scaling platform
- Brainstormed with the Head of Product on new verticals to enter with Remedly's existing products
- Performed a competitive analysis to determine where Remedly is positioned in the market

PROJECTS

Cesium Game Sample - Unreal Engine 5

August 2023

- Leveraged the Cesium plugin to create dynamic and interactive virtual representation of real-world geographical data
- Enabled a player interactive text box connected to the google tiles API to search and travel to anywhere in the world
- Created a runtime culling tool to crop out sections with splines from a selected cesium 3D tileset

Mini Piano Circuit - Circuits

May 2023

- Utilized resistors, capacitors, and 555 timer IC to create a continuous output voltage pulse connected to a speaker
- Configured six pushbuttons to modify the period/frequency of the output pulse resulting in different musical notes

Deployable Flask App - Cloud Deployment DevOps

May 2021

- Built a Flask application with implemented unit tests for functionality to run on a deployable docker container
- Automated a continuous deployment workflow to Amazon's Elastic Container Service (ECS) using github actions

Linux Shell - Command Line Interface

May 2020

- Programmed a command interpreter in C with built-in utilities: cd, history, jobs, redirection, and pipes
- Utilized memset function to allocate memory blocks as a linked list to coordinate jobs and maintain shell history

The Crucible - Game Engine

November 2019

- Coordinated in a team project to create a game engine platform for AI models to train/compete in a game of "Tag"
- Generated the digital environment using TypeScript, JavaScript, and P5.js to gamify competitive AI models

Search Engine - Software Development

May 2019

- Built a web based search engine utilizing multithreaded methods to parse URL pages resulting in a web crawler
- Implemented a BFS functionality to identify anchored URL links in HTML pages whereby crawling unvisited links