

Samuel Xavier Borges

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EDUCATION

University of Central Florida

2024 – 2028

Bachelor of Science in Computer Science, Minor in Studio Art | GPA: 3.5

Orlando, FL

Organizations & Affiliations: ColorStack, NAF Alumni, Society of Hispanic Professional Engineers, KnightHacks

Relevant Coursework: C Programming, Python Programming

Miami Dade College

2022 – 2024

Associate's in Arts | GPA: 3.5

Miami, FL

Relevant Coursework: C++ Programming, Java Programming

EXPERIENCE

Software Engineering Intern

Jun 2023 – Aug 2023

Miami EdTech

Miami, FL

- Assisted with the testing and development of visual recognition AI software in Python, increasing efficiency & accuracy by **25%**.
- Researched the possible integrations & benefits of STEM education curriculum packages as part of a team of interns, suggesting a proposal to reach over **30** schools in the surrounding area.

Information Technology Support Assistant

Jun 2022 – Aug 2022

Miami Lakes Educational Center

Miami, FL

- Provided technical support to over **50** teachers & staff members, solving a wide array of IT-related issues to ensure minimal or zero downtime enhancing operational efficiency by **30%**.
- Managed the installation of hardware & software, system upgrades, & regular maintenance on over **300** devices to ensure flawless performance and integration into the upcoming school year.

Volunteer Manager & Information Technology Support Assistant

Jun 2019 – Aug 2023

Miami Springs Middle School

Miami, FL

- Maintained a team of over **15** volunteers to assist with the school's yearly summer maintenance & renovations, scheduling & assisting with assignments for each subdivision, increasing productivity from previous years by **70%**.
- Provided intensive technical support to over **40** teachers & staff by troubleshooting & solving a wide array of IT-related problems to ensure minimal or zero downtime enhancing operational efficiency by **25%**.

PROJECTS

Kmodo | TypeScript, Next.js, React, tRPC, Tailwind CSS, Drizzle, PostgreSQL, Git

Jan 2024 – Present

- Developing a full-stack web application allowing hackathon organizers to efficiently manage event logistics, participant registration, and sponsor outreach all in one place, growing their organizations by an estimated **35%**.

Spark-a-Hack | TypeScript, Next.js, React, tRPC, Tailwind CSS, Drizzle, Git

Oct 4, 2024 – Oct 6, 2024

- Collaborated to create an AI-driven brainstorming platform that gathers data from top hackathon projects in order to generate winning ideas tailored to the user using TypeScript & Next.js.
- Developed a sleek & intuitive front-end using Tailwind & React, prioritizing a clean & seamless user experience to boost engagement by **35%**.

Night of Knights | Unity, C#, Git

May 2023 – May 2024

- Led & managed a team of **6** members, creating project timelines & assignments for each to increase productivity & efficiency by **45%**.
- Placed second in the Technology Student Association, Florida State Video Game Design Competition, 2024, besting over **35** other teams through the creation of enticing & innovative map, enemy, & battle design.

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, HTML, CSS, JavaScript, TypeScript

Libraries & Frameworks: Tkinter, Pygame, React, Next.js, Node.js, NextAuth.js, Tailwind CSS, tRPC

Developer Tools: Git, VS Code, Visual Studio, PyCharm, Eclipse, Unity, Prisma, Drizzle, PostgreSQL