

# Eduardo Galvez

(310) 819-5273 | [eddygalvez112@gmail.com](mailto:eddygalvez112@gmail.com) | <https://eddie.gg>

## EDUCATION

---

### University of California, Santa Barbara

*B.S. Computer Science*

Santa Barbara, CA

*Sep. 2019 – Jun. 2022*

### El Camino College

*Pre-Computer Science*

Torrance, CA

*Aug. 2017 – Jun. 2019*

## EXPERIENCE

---

### Creative Coder

*SCPS Unlimited (Contract)*

May. 2024 – Jun. 2024

*Torrance, CA*

- Developed three 2D minigames using the Unity game engine for a Tito's Vodka event
- Integrated touchscreen controls and wireless cocktail shakers for interactive experience
- Iterated on game designs based on feedback from stakeholders
- Delivered a crash-free experience across the 3-day event

### Technology Professional Intern I

*LA County Internal Services Department*

Jul. 2023 – May. 2024

*Los Angeles, CA*

- Provided general IT support at an LA County library for hundreds of patrons
- Led a team and developed prototype for mentorship platform using ASP.NET Core for [members.deletethedivide.org](https://members.deletethedivide.org)
- Made 3 games for [learnbasictech.org](https://learnbasictech.org) using Unity, C#, and Blender
- Managed and updated [deletethedivide.org](https://deletethedivide.org) weekly using WordPress

### Data Science Fellow

*Correlation One / DS4A (Data Science for All)*

Oct. 2022 – Feb. 2023

*Remote*

- Accepted into a highly competitive program with less than 5% acceptance rate
- Utilized Python, SQL, statistics, and Tableau, to solve real-world business cases
- Collaborated with a team to analyze the effectiveness of FEMA aid post-Hurricane Katrina
- Received Honors Certificate in Data Analytics

### Glazier Apprentice

*Diamond Glass and Mirror (Family Business)*

Jul. 2017 – Jul. 2023

*Bell, CA*

- Ensured high-quality installation of glass and mirrors in commercial and residential settings
- Communicated with clients to note all project details and successfully deliver on their vision
- Cultivated a strong sense of discipline through working long hours to complete projects on schedule

## PROJECTS

---

### Indie Game Developer | <https://permaonline.itch.io/casino-6>

June. 2024 – Present

- Released a 3D casino horror game using the Godot engine with C# scripting
- Designed and implemented game mechanics and created all 3D models using Blender
- Achieved over 70 downloads on itch.io
- Leveraged Python web scraping to build personal CC0 asset library

### DS4A Hurricane Katrina Capstone | [5014ng3.github.io/ds4a\\_portfolio](https://5014ng3.github.io/ds4a_portfolio)

Oct. 2022 – Feb. 2023

- Sourced FEMA, Census, and Zillow data to analyze the impact of Hurricane Katrina
- Cleaned the data using the Python Pandas library
- Analyzed the change in demographics, home value, and the influence of FEMA aid
- Created interactive dashboard using Tableau to showcase findings

## TECHNICAL SKILLS

---

**General:** Game Development, Data Analysis, Web Development, 3D Modelling, Web Scraping

**Languages:** C#, Python, HTML/CSS, C++, SQL

**Tools:** Linux, Git, AWS, Jupyter, Godot and Unity Game Engines, Blender, WordPress, .NET