

# LAURA OZORIA

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## EDUCATION

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**Bucknell University** Lewisburg, PA, Expected May 2027

Double Major, Computer Science and Engineering; Film and Media Studies

**Relevant courses:** Data Structures and Algorithms, Statistics for Engineers, Engineering Design Experience

**Conservatorio Nacional de Música** Santo Domingo, Dominican Republic, September 2019 - January 2022

Folk Guitar Program

## RELEVANT EXPERIENCE

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**Bucknell University** Lewisburg, PA

**Software Programmer for Color Analysis Program** August 2024 - Present

- Develop 6+ new analysis and data visualization features for the KALMUS Python package.
- Integrate machine learning to improve color classification and identification.
- Enhance user interface and accessibility for users with limited programming knowledge.
- Design a cross-platform application for KALMUS (Windows and macOS).

**Engineering Peer Mentor** August 2024 - Present

- Mentor 5 first-year engineering students to foster their technical skills and academic success.
- Organize networking opportunities within the students' major department to enhance career development.

**Radio Star Research Assistant** January - May 2024

- Implemented Python scripts for enhanced modeling and visualization of stellar data
- Utilized CASA software to process satellite data and create visual representations of solar flares.

**Virtual Reality Research Assistant** June - July 2023

- Built an immersive virtual reality environment using Unity with interactive user-friendly educational elements.
- Researched and tested VR technologies to develop innovative learning experiences.

## SKILLS

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**Programming Languages:** Python, C++, C#, Javascript, R, GDScript

**Tools and frameworks:** Godot, Unity, Arduino IDE, CAD, Git Version Control, Figma

**Technical:** Graphic Design, Google Workspace, Microsoft Office, Adobe Creative Suite

**Languages:** Spanish (Native), French (Basic), Japanese (Beginner)

## PROJECTS

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**Sellasteria - System Programmer, Game Designer, Level Designer, Conceptual Artist (Team of 5)** May 2024 - Present

Singleplayer, 2D RPG

- Design and implement core game systems including physics, and AI behaviors using GDScript in Godot.
- Craft immersive level designs, balancing gameplay flow, exploration, and narrative progression.
- Illustrate high-quality concept art, guiding the overall aesthetic and artistic direction of the game.

## LEADERSHIP & AFFILIATIONS

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**Bucknell Association for Computing Machinery, Treasurer** August 2024 - Present

- Manage yearly finances and budget for the organization.

**Grand Challenge Scholars Program, Secretary** August 2024 - Present

- Facilitate effective communication between members and leadership.

**Bucknell Google Developer Group on Campus, Event programmer** October 2023 - Present

- Develop and implement events, including workshops and hackathons accessible to anyone.

**Bucknell Society of Women Engineers, Marketing and Outreach Chair.** September 2023 - Present

- Created merchandise and events to enhance the organization's identity and engagement.