

Walter Benjamin Rodriguez

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EDUCATION

University of Central Florida

BS in Computer Science

Orlando, FL

Dec 2028

EXPERIENCE

Software Development Internship

June 2022 - Aug 2022

Avatar Buddy

Miami, FL

- Tested AI chatbot functionality and responses accounting for the many possible scenarios the AI may encounter and identifying any incorrect or unexpected outputs from the AI to improve its overall functionality.
- Analyzed and documented bugs and issues with the chatbot knowing how to recreate these results in order to properly investigate and resolve the issue.
- Collaborated with development and testing teams by providing each other our findings so we can receive and provide feedback on way to resolve the issues we provided.

PROJECTS

Blowing Off Steam | *Next.js, React, Tailwind css, Typescript, Html/CSS, Javascript*

Sep 2026

- A web application that uses Steam API to record how many hours spent gaming and puts it on a leaderboard in order to encourage less playtime among users.
- Contributed to the leaderboard system allowing users to access and view ranks based on who has the less playtime encouraging less playtime among users as well as allow for competitiveness among friends.
- Developed frontend using Next.js and Tailwind css to create a concise and understandable user experience that will allow users to log their hours from steam and compare hours with other users.
- Made sure there was parity between mobile and desktop devices ensuring that, no matter the device, a user can log their hours and view their standing effectively.

Daylist | *React, Spotify API, Gemini API, Java Script*

July 2026

- A web application designed to generate a playlist that based on the prompt given to it by the user.
- Developed backend functionality for the web application primary in integrating Gemini API to transform the users prompt into a structured playlist.
- Engineered AI prompt and response handling to generate playlists in JSON format, feeding that data into Spotify API to generate a playlist within Spotify.

Solztice | *Unity, C#*

Feb 2023 - May 2023

- A 2.5D top-down action-adventure game demo having the player explore another planet while fighting enemies and bosses they encountered.
- Developed core gameplay systems creating responsive and engaging player interactions. implementing player movement, health systems, and player and enemy combat.
- Created and implemented state machines for player and bosses, allowing for smooth transition between movement, combat, and behavioral states.
- Developed enemy and boss AI behaviors to create responsive game interactions and dynamic combat encounters.
- Integrated gameplay systems into a gameplay loop, combining player input, combat, AI behavior, and health systems for a cohesive playable demo.

SKILLS

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

Frameworks: React, Next.js, Tailwind

Developer Tools: Github, VS Code, Unity, Gemini API