

Yoendry Ferro Santizo

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EDUCATION

University Of Central Florida

Aug. 2021 – May 2026

Bachelors in Computer Science

Orlando, FL

- Related Coursework: Data Structures and Algorithms, Processes for Object Oriented Software Development, Systems Software, Web-Based Information Technology, Introduction to Robotics

TECHNICAL SKILLS

Languages: Java, C, Python, JavaScript, HTML/CSS, Haskell, C++

Developer Tools: Git, PyCharm, Jupyter Notebook, Google Colab, Arduino, Unity, Aseprite

PROJECTS

Kingdom Of Greed | *Unity, Aseprite*

- Developed a **top-down dungeon crawler** in Unity where players control a goblin rebel navigating procedurally generated kingdoms to challenge a tyrant.
- Designed and implemented **dungeon generation**, enabling replayable, dynamic levels utilizing seeds
- Created a **custom animation system** using Unity Animator and hand-drawn sprite sheets for player and NPC movement, attacks, death, and idle states.

Railroad Network Optimization | *Java, File I/O, Kruskal's algorithm, Merge Sort*

- Utilized **Kruskal's algorithm** to build a **MST(Minimum Spanning Tree)**, ensuring efficient **Union-Find** operations.
- Applied **Merge Sort** to organize routes by weight, facilitating optimal MST construction.

ChristellePhotography.com | *React, Next.js, GitHub Pages, JavaScript, HTML/CSS*

- Designed and deployed a **responsive photography portfolio** using Next.js and React, featuring category-based **dynamic image galleries**.
- Implemented **static site generation (SSG)** and configured export settings for deployment on GitHub Pages with a custom domain.
- Integrated custom CSS animations and layout techniques to create a clean, retro visual on **desktop and mobile**.

Gachapon Robot | *C++, Arduino*

- Collaborated in a **multidisciplinary team** to design 3D-printed components, electrical systems, and user interaction logic.
- Developed and implemented code for Arduino and laptop integration to manage coin detection, prize dispensing, and **interactive displays**.
- Designed and executed the **interaction algorithm** that identified peak user interaction times to optimize callout behavior, enhancing user engagement.

EXPERIENCE

Head Shift Lead

Nov. 2023 – Jul. 2025

Twistee Treat UCF

Orlando, FL

- Monitor and manage labor costs during shifts, adjusting staffing to ensure efficiency and budget compliance.
- Provide leadership to high school staff, helping them develop necessary skills and understand job processes.

Bloomberg Tech Lab on Campus

Sep. 2024

University of Central Florida

Orlando, FL

- One of 40 students selected to collaborate with Bloomberg engineers in a small group setting to build an application using **RabbitMQ** and **Docker**.
- Utilized **Python** to design and implement a robust **message queue system** using RabbitMQ, enhancing **real-time data processing** and communication between producer and consumer components.
- Developed a deeper understanding of core Python/CS concepts(Classes, Inheritance, OOP), as well as **financial domain** knowledge (**Tickers**, Industry Sectors).

EXTRACURRICULARS

SHPE (Society of Hispanic Professional Engineers)

2024

Tech Committee, Pro Dev Committee, MentorSHPE Mentor

- Participated in the Professional Development Committee, supporting career development by critiquing resumes, interview responses, and elevator pitches.
- Served as a Mentor in the MentorSHPE program, providing guidance and support to five undergraduate students in computer science, focusing on academic achievement and career development.
- Contributed to the Tech Committee, providing guidance and support in various technical projects.