

Nicholas Ortega

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EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Computer Science (Undergraduate Student)

Aug. 2023 – Expected Aug. 2027

PROJECTS

Systema - AI Interview Platform | *Next.js, TypeScript, React, Supabase, ElevenLabs AI, Gemini* Nov. 2025

- Won "Best Use of Gemini API" award at KnightHacks VIII for innovative AI integration and technical excellence.
- Built automated system design interview platform integrating ElevenLabs conversational AI with real-time canvas updates and custom MCP server for dynamic, context-aware technical interviews at scale.
- Implemented computer vision proctoring system with optimized frame processing to detect suspicious behavior without performance degradation.
- Developed Gemini API-based grading engine evaluating candidates across 5 technical dimensions with consistent, structured feedback for hiring teams.

BABEL: The Puzzle Tower Game | *Unity, C#, Aseprite* Spring 2026

- Led a 4-person team, reassigning a teammate's role mid-development to better match their strengths.
- Programmed 50+ C# scripts across 5 levels, including state-machine enemy/boss AI (Approach/Attack/Dodge/Stunned) and a persistent checkpoint/save system; replaced unreliable hitbox-based combat with distance-based damage detection to fix inconsistent boss fights.
- Illustrated the majority of game art in Aseprite, including 1,000+ frames of pixel animation across the player, most enemies, items, and objects, and designed level layouts for all 5 stages.
- Managed Git workflow across the team, resolving merge conflicts on parallel branches, and shipped a complete executable by the semester deadline; playtested by roughly 50 students.

BrainBoost | *Chrome Extension, JavaScript, HTML/CSS, Google Gemini API* Sept. 2025

- Developed an AI-powered Chrome extension that detects and highlights educational content across Instagram, TikTok, YouTube, and Twitter/X in real-time.
- Integrated Google Gemini 2.5 Flash to score content 0–100 for educational value with animated mascot feedback.
- Built a retro-gaming aesthetic interface with instant analysis toggle (Ctrl+Shift+B) for seamless user interaction.
- Aimed to transform passive scrolling into conscious learning by gamifying educational content discovery.

LEADERSHIP & ACTIVITIES

Hackathon Competitor Sept. 2025 – Present

ShellHacks 2025; KnightHacks VIII (Best Use of Gemini API)

- Competed in ShellHacks 2025 and KnightHacks VIII, rapid-prototyping full-stack and AI-integrated applications under 24–36 hour deadlines.
- Collaborated across cross-functional teams to scope, build, and demo working products from concept to completion in a single weekend.

TECHNICAL SKILLS

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

Frameworks: React, React Native, Next.js

Developer Tools: Git, Unity, Chrome Extensions, Supabase, ElevenLabs AI, Gemini API