

Samuel Xavier Borges

contactme@samborg.dev | linkedin.com/in/samuel-xavier-borges | github.com/samborg-dev

EDUCATION

University of Central Florida

2024 – 2028

Bachelor of Science in Computer Science, Minor in Studio Art | GPA: 3.5

Orlando, FL

Organizations & Affiliations: ColorStack, NAF Alumni, Society of Hispanic Professional Engineers, KnightHacks

Relevant Coursework: C Programming, Java Programming, Python Programming

EXPERIENCE

Software Engineering Intern

Feb 2025 – Present

Knight Hacks

Orlando, FL

- Collaborated with a team of **8** developers to create tools to support & facilitate the growth of UCF's **largest** computer science club of **500+** concurrent yearly members.
- Assisted in the development of club infrastructure tooling using **React** & **TypeScript** to improve member retention by **60%**.

Software Engineering Intern

Jun 2023 – Aug 2023

Miami EdTech

Miami, FL

- Assisted with the testing and development of **visual recognition AI** software in **Python**, increasing efficiency & accuracy by **25%**.
- Researched the possible integrations & benefits of STEM education curriculum packages as part of a team of interns, suggesting a proposal to reach **30+** schools in the surrounding area.

Volunteer Manager & Information Technology Support Assistant

Jun 2019 – Aug 2023

Miami Springs Middle School

Miami, FL

- Maintained a team of over **15** volunteers to assist with the school's yearly summer maintenance & renovations, scheduling & assisting with assignments for each subdivision, increasing productivity from previous years by **70%**.
- Provided intensive technical support to over **50** teachers & staff by troubleshooting & solving a wide array of IT-related problems to ensure minimal or zero downtime enhancing operational efficiency by **30%**.
- Implemented & maintained a digital inventory system for tracking school equipment and resources, reducing misplacements and improving asset management efficiency by **40%**.

PROJECTS

Kmodo | TypeScript, Next.js, React, tRPC, Tailwind CSS, Drizzle, PostgreSQL, Git

Jan 2024 – Present

- Engineered full-stack web applications by integrating responsive user interfaces with scalable backend services, leveraging modern frameworks like **Next.js**, **tRPC**, and **PostgreSQL**.
- Self-hosted infrastructure on a **Linux VPS** with a CI/CD script for reliable deployment and extensibility.

Spark-a-Hack | TypeScript, Next.js, React, tRPC, Tailwind CSS, Drizzle, Git

Oct 4, 2024 – Oct 6, 2024

- Collaborated to create an **AI-driven** brainstorming platform that gathers data from top hackathon projects in order to generate winning ideas tailored to the user using **TypeScript** & **Next.js**.
- Developed a sleek & intuitive **front-end** using **Tailwind** & **React**, prioritizing a clean & seamless user experience to boost engagement by **35%**.

Night of Knights | Unity, C#, Git

May 2023 – May 2024

- Led & managed a team of **6** members, creating project timelines & assignments for each to increase productivity & efficiency by **45%**.
- Placed second in the Technology Student Association, Florida State Video Game Design Competition, 2024, besting over **35** other teams through the creation of enticing & innovative map, enemy, & battle design.

TECHNICAL SKILLS

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

Libraries & Frameworks: Tkinter, Pygame, React, Next.js, Node.js, NextAuth.js, Tailwind CSS, tRPC

Developer Tools: Git, VS Code, Visual Studio, PyCharm, Eclipse, Unity, Prisma, Drizzle, PostgreSQL