



# Team Inventory

**Team name:**  
**LangLens**

## **Faculty Mentor**

Italo

## **Sponsor**

Dr. Okim Kang

## **Team Members**

Stefan Mihailovic

Daniel Navarette Martin

Brian Ruiz

Sami Tanquary

Kyle Young

## **Overview**

This is the team inventory. The purpose of this document is to briefly introduce the team members that are involved in this project. The following pages give a brief outline of the training, skills, and relevant experience of each team member.

**October 7, 2022**

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# 1 Stefan Mihailovic

## 1.1 | Biographical info

My major is Computer Science. I am from Belgrade, Serbia.



## 1.2 | Education and Relevant coursework

Graduated from North Canyon High School with a GPA of 3.4. Currently pursuing a Bachelor's Degree at Northern Arizona University.

- CS 386 - Software Engineering
- CS 413 - Virtual Worlds
- CS 430 - Computer Graphics (Currently enrolled)

## 1.3 | Work Experience

- 2021-2022 AR Intern at the Advanced Media Lab : Developed an Augmented Reality escape room, where the users would have to solve many interactive games and puzzles to "escape".

## 1.4 | Skills

- Proficient in multiple languages - I have plenty of experience with many languages such as Java, C/C++, C#, and Python.
- Git/GitHub - Learning to use version control is crucial for big scale projects. I have had to use it both in my college classes and my internship.
- Adaptable - I'm very adaptable both in terms of working with different types of personalities, as well as learning new technologies relating to any given project that I'm working on.

## 1.5 | Interests

- VR/AR Development - I'm very passionate about creating immersive experiences that aren't possible to achieve in the real world.
- Reading - I enjoy spending my free time reading fiction, specifically the genres of thriller, mystery, and crime.
- Esports - Also known as competitive gaming. I enjoy practicing and competing against other players in certain video games.

# 2 Daniel Navarrete Martin

## 2.1 | Biographical info

My major is Computer Science. I am from Granada, Spain.



## 2.2 | Education and Relevant coursework

Graduated from Granada High School with a GPA of 3.88. Studied at Granada University for the first two years, the first semester of the third year started studying at Bucharest University, in Romania. Currently studying at Northern Arizona University for the final year of my major.

- Software Engineering
- Oriented Object Programming
- Web Application

## 2.3 | Work Experience

No job or internship experience, but I have worked on team projects in these courses:

- 2020-Software Engineering: Worked in a team of four to create all necessary documents for a "Covid Tracker" app.
- 2022-Automatic Learning: Worked in pairs over a huge dataset to extract information automatically.

## 2.4 | Skills

- Python: I have worked with this language during the last two years, in different courses and personal projects.
- Django: I started to learn this python based web framework on my own, and last year I took a Web Application course where I had to develop a web application project.
- Team-Group Experience: Most of the projects I have developed have been in groups, so I have experience dealing with group management, group difficulties, delivery times, and

## 2.5 | Interests

- Sports - I am a big sports lover and I participate in sports almost every day.
- Reading - I like to read, and I am always trying to learn new things which will be useful for my future like new technologies or languages.
- Travel - My favorite hobby is traveling around the world and learning about new cultures. I have been to 9 different countries!

# 3 Brian Ruiz

## 3.1 | Biographical info

My major is Applied Computer Science.  
I am from Tonopah, AZ.



## 3.2 | Education and Relevant coursework

Graduated from Tonopah Valley High School with a GPA of 3.5.  
Currently studying at Northern Arizona University.

- CS 386 - Software Engineering
- CS 480 - Operating Systems

## 3.3 | Work Experience

I have no job or internship experience, but the following courses have helped me to work on projects and in teams:

- 2022 - Software Engineering Course: Worked in a team of six to develop a game using the Unity game engine.
- 2022 - Operating Systems Course: developed an entire operating system simulator in C

## 3.4 | Skills

- Cooperation - I have worked with many different groups on projects for classes that have helped me learn to collaborate and lead with others.
- GitHub - I have learned and worked with GitHub for many different college assignments that have helped me how to use GitHub. I have used GitHub to create a video game with some friends by pushing changes, reviewing other's pull requests, and being able to use git tools for the project.
- Python - I am proficient in programming in Python from taking various courses that teach Python at NAU. I also have a textbook on Python that I purchased that was able to teach me how to manipulate images, automate certain tasks, work with CSV and JSON files, and as well as being able to control the mouse and keyboard.

## 3.5 | Interests

- Fitness - I love to workout, and I believe it is a key to a very healthy lifestyle.
- Game Development - I am very passionate about game development. I worked on a game with a few friends of mine that we published, however, it is in its beta stage right now.
- Pixel Art - I really love to create pixel art. For the game I mentioned previously, I actually did most of the art for the game.

# 4 Sami Tanquary

## 4.1 | Biographical info

My major is Computer Science. I am from Chandler, AZ.

## 4.2 | Education and Relevant coursework

Graduated from Corona del Sol High School with a Cumulative GPA of 3.93 and Weighted GPA of 4.8 in 2019 - Tempe, AZ. Now pursuing a Bachelor of Science in Computer Science at Northern Arizona University - Flagstaff, AZ.



- Software Engineering
- Artificial Intelligence
- Software Architecture (currently enrolled)

## 4.3 | Work Experience

No job or internship experience, however; the following courses at NAU allowed me to develop projects and work in project teams:

- 2022 - Operating Systems Course: Independently developed a working OS simulator in C.
- 2021 - Software Engineering Course: Worked in a team of six to create, develop, test, and present a car rental website prototype called "OnDemand Car Rental".
- 2021 - Artificial Intelligence: Created a "maze solver" application in Python utilizing Dijkstra's Algorithm and pixel displacement to solve images of mazes and display the solution path to the user.

## 4.4 | Skills

- Proficiency with Technical Tools: Eclipse Java IDE, MS Visual Studio, Oracle VM VirtualBox, GitHub - Experience from 4 years at NAU and personal projects.
- Proficiency in Java and Python with experience in C and HTML - Experience from a culmination of 4 years of coursework at NAU.
- Detail Oriented: Adept at program design and details due to Dr. Leverington's in depth rubric for general programming standards required throughout all of his courses at NAU.

## 4.5 | Interests

- Astronomy / Aerospace Engineering - The universe is unexplainable and working on innovative technology that aims to advance us to the point of understanding is highly motivating and one of my biggest passions.
- Music - I am the President of The Axecidentals, an all-treble a cappella group at NAU, and I never have more fun than when I'm singing / beatboxing with this talented group.

# 5 Kyle Young

## 5.1 | Biographical info

My major is Computer Science, and my minor is Mathematics. I am from Scottsdale, AZ.



## 5.2 | Education and Relevant coursework

Graduated from Horizon High School. Currently studying at Northern Arizona University.

- CS 386 - Software Engineering
- CS 480 - Operating Systems (Currently Enrolled)
- CS 413 - Virtual Worlds

## 5.3 | Work Experience

- 2021 - IBM Accelerate Bootcamp : Completed a bootcamp with IBM focusing on full stack web application development, with use of tools such as React and PHP.
- 2022 - AstroInformatics Bootcamp : Completed a bootcamp through Northern Arizona University, which used monsoon and python to look and make study of asteroids.path to the user.

## 5.4 | Skills

- UI/UX - I have a keen eye for user experience and user interface design. Keeping the design of the interface tight elevates the software and keeps user retention.
- Proficiency in Multiple Languages - Whether it be C, C#, Java, Python, JavaScript, or React, I am able to quickly pick up the quirks of programming languages, while keeping efficient design.

## 5.5 | Interests

- Game Theory - I love to understand not only how games tick, but the design behind the strategy of competitive games. I am the secretary of the Super Smash Jacks club, and understanding this concept has helped me win tournaments.
- Rom Hacking / Modeling - The best part of enjoying old video games is taking them apart and doing with them what you please. Without Rom Hacking, I probably would not be a Computer Scientist. With Rom Hacking, not only does understanding game theory apply, but also general modeling to put fun objects and actors in my favorite games.