

Javier Betancourt

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EDUCATION

Texas A&M University - GPA: 3.852	College Station, TX
Bachelor of Science in Computer Science; Minor in Game Design and Development	Graduated in May 2026
The University of Texas at Austin - GPA: 4.0	Austin, TX
Masters of Science in Computer Science	Expected in May 2028

EXPERIENCE

Software Development Engineering - Amazon Web Services	Seattle, WA
Intern - AWS GuardDuty	Jun 2025 – Aug 2025

- Developed an end-to-end AWS **CDK pipeline** triggering Python mock-data generators via **Lambda** to stream synthetic threat-intelligence into **S3**, enabling **Athena** queries and **QuickSight** dashboards for faster detection and triage of faulty data streams.
- Automated a pipeline to upload Jupyter notebooks, deploy as **AWS Glue jobs**, allowing data scientists to run notebook-driven Glue workflows and reduce manual coding.

Undergraduate Researcher	College Station, TX
Researcher - PSI Lab	Aug 2024 – Jun 2025

- Developed a stress management methodology using **Unreal Engine** and biofeedback sensors to provide a more engaging and immersive experience when compared to traditional interventions.
- Incorporated positive and negative reinforcements into core gameplay mechanics by using real-time heart rate data to dynamically adjust game experiences based on players current state, helping to ease stress and create a more balanced, soothing experience.

Texas A&M Cybersecurity Club	College Station, TX
Tech Lead Officer	May 2024 – May 2025

- Transitioned the club's **SQLite** database to **Elasticsearch** indices, enhancing flexibility in managing member profiles by translating complex **SQL** queries into efficient Elasticsearch queries.
- Collaborated with a cross-functional team to streamline club operations, facilitating more effective event scheduling and enabling club officers to track event attendance and overall member engagement metrics in a more accessible way.

Texas A&M University - Department of Computer Science and Engineering	College Station, TX
Undergraduate Teaching Assistant in Program Design Concepts	Feb 2024 – Jan 2026

- Mentored students during weekly labs, enhancing their **C++** skills through error resolution and concept reinforcement while collaborating with instructors to support a dynamic learning environment for over **900 students**.

PROJECTS

Caelid	Mar 2025 - Present
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Developer - Discord Bot

- Architected and operated a modular, command-driven Discord bot, integrating **Spotify** and **Giphy APIs** plus custom **AI/GROQ services**; implemented secure token management and multi-backend persistence (**Postgres**) to automate media, search, and summarization workflows for community engagement.
- Engineered backend automation and **ETL pipelines** to ingest, validate, and persist activity data, and delivered server-rendered dashboards to surface analytics—streamlining maintenance, enabling data-driven decisions, and reducing manual admin work.

Wordle	Apr 2024
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Game Developer

- Rebuilt Wordle using **Java** and **JavaFX**, enforcing a strict separation between UI and game logic, redesigning input and animation flows to improve responsiveness, accessibility, and overall player experience.
- Built a thread safe, low latency persistence and statistics pipeline using in-memory caching, batched durable writes, and UI-safe update dispatch to update player scores and aggregated metrics in real time, eliminating UI jank and preserving session consistency.

SKILLS

Languages: HTML, CSS, Java, Javascript, Typescript, C++, C#, Python, Assembly, SQL, Git, English, Spanish