

Team Inventory

September 22nd, 2023



biomotum

Saisri Muttineni

Caroline Fye

Payton Cox

Eli Barela

Tomas Jauregui

Overview: The purpose of the document is a brief introduction of MOTUS Method's team members, as well as outline the skills, education, and experience each team member has.

Payton Cox

Biographical information

Major: Computer Science

Home town: Blythe, CA

Education

High School: Palo Verde Valley High School

GPA: 3.89

College: Northern Arizona University

Courses: Operating Systems

Software Engineering

Databases

Networks

Work Experience

Undergraduate Researcher NAU Biomechatronics Lab

Independent Contractor Software developer at Biomotum

Skills

- Multiplatform mobile app development with Flutter
- Graphic design
- Team organization and collaboration

Interests

I am excited to develop new technologies that actually make positive impacts on people's lives and helps them live healthier and happier.



Caroline Fye

Biographical information

Major: Computer Science

Home town: Phoenix, AZ

Education

High School: Mountain Pointe High School

GPA: 3.89

College: Northern Arizona University

Courses: Software Engineering

Databases

Web Programming



Work Experience

NAU Collaborative Computing Lab Developer/Researcher

Collaborating with a client, Grand Canyon River Outfitters, and NAU professors to develop a launch calendar website with UI and UX, while keeping the integrity of the data.

Skills

- Communication: Developed from meetings with our client at NAU CCL and discussing bugs and features.
- Website Development: Developed from using Ruby on Rails web app framework, which contains many HTML, CSS, and JavaScript files.

Interests

I am passionate about having a role in projects that are helpful to people and eventually society.

As well as making software that creates safe and welcoming communities.

Tomas Jauregui

Biographical information

Major: Software Engineering

Home town: Flagstaff, AZ

Education

High School: Mountain Pointe High School

GPA: 3.5

College: Northern Arizona University

Courses: Virtual Worlds

Software Engineering

Databases

Networks



Work Experience

Software Intern at General Dynamics creating a landing page for one of their projects

Tutor at NAU teaching Computer Science for 1 on 1 meetings and drop in tutoring sessions

Teacher Assistant at NAU grading and tutoring computer science class.

Skills

- Game Design Experience: Using Unity to create games as well as implement my changes to existing games.
- Full-Stack Development: Developed from using React, Typescript and Javascript. I also used postgres for database implementation.

Interests

I am passionate about game development and having people experience the games I create

Eli Barela



Biographical information

Major: Computer Science

Home town: Tucson, AZ

Education

High School: Cienega High School

GPA: 3.5

College: Northern Arizona University

Courses: Operating Systems

Software Engineering

Parallel Programming

Work Experience

CS136/CS249 Grader/Teaching Assistant:

Analyzed and critiqued code given a set of standards/practices to follow. Included providing supplemental instruction/assistance if students needed it.

Skills

- Unity: Developed games for game jams as well as personal projects
- Adaptation: Had to graduate with sub-standard gear and limited resources. Includes research.
- Collaboration: Used to working on a team, as leader if need be but most comfortable performing the work needed to be done. Gained from Esports Community Officer position.

Interests

I am passionate about spreading joy to the world through what I create. Specifically, for this project, I do this through game development and memorable UX.