

## Emmanuel Guzman

Laurel, MD 20707 (360) 920-4106

eguzmandls@gmail.com

### Objectives

To obtain an entry-level position in software development where I can apply my technical skills and education to contribute to the development of innovative software solutions.

### Technical Skills

- Proficient in Java programming language and SQL database management
- Experience in Django web framework and cloud development
- Familiarity with Agile methodology and the software development lifecycle
- Strong analytical, problem-solving, and logical reasoning skills
- Excellent communication and teamwork abilities
- Proficient in conducting thorough requirements analysis to understand project objectives and translate them into detailed specifications
- Proficient in web application development with HTML, CSS, and JavaScript

### Education

#### Bachelor of Science in Computer Science (Software Engineering Track)

Towson University, Towson, M.D. - Expected May 2024

#### Associate of Arts in Computer Science

Howard Community College, Columbia, M.D – August 2022

### Projects

- Developed a web-based application for a small business using Django and MySQL to manage inventory and orders.
- Developed many desktop applications for small businesses or inventory management using Java (with Swing or JavaFX) and MySQL to execute inventory-related tasks.

### Languages

Bilingual proficiency in English and Spanish

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### **Experience**

#### **Line Cook, Crooked Crab Brewing Company, (08/2023 - Present)**

- Prepared and cooked a variety of dishes, including appetizers, entrees, and side dishes, following standardized recipes and plating guidelines.
- Maintained a clean and sanitized work area, following food safety protocols and guidelines.
- Collaborated with the kitchen team to ensure efficient workflow and timely completion of orders.
- Adapted to high-pressure situations, successfully multitasking and prioritizing tasks to meet customer demands.

#### **Instructor, iD Tech, Towson, MD (07/2023 – Present)**

- Taught coding and computer science concepts to campers aged [range], ensuring engaging and interactive learning experiences.
- Facilitated hands-on coding projects using languages such as Python, JavaScript, or Scratch, guiding campers through the creation of games, animations, and web applications.
- Assisted students in troubleshooting coding challenges and debugging errors, fostering problem-solving and critical thinking skills.
- Collaborated with camp staff to create and implement lesson plans and curriculum materials, adapting them to different age groups and skill levels.
- Conducted daily coding sessions, workshops, and demonstrations, effectively communicating complex technical concepts to a diverse group of campers.
- Monitored campers' progress and provided individualized feedback, promoting continuous improvement and growth.
- Ensured a safe and inclusive camp environment, following iD Tech's policies and procedures for student welfare and behavior management.

### **References**

[Available upon request](#)