



SUMMARY

A passionate computer science major who is going to the University of Houston and graduating with an associate's degree in Computer Science. I enjoy working in front-end with experience in designing websites using HTML, CSS, and JavaScript. I collaborated with other students to create mockup apps or programs. Collaborated with other co-workers to make people's gaming experience fun and unique as well as keep up to date with technology.

EDUCATION

Lone Star College

Conroe, TX
Associate in Computer Science
2021- 2024

University of Houston

Houston, TX
Bachelor of Computer Science
2024 - 2026

COURSE WORK

- Calculus I
- Calculus I
- Programming I
- Programming II
- Programming Fundamentals III
- University Physics I
- Discrete Mathematics

SKILLS

- HTML
- CSS
- JavaScript
- Figma
- C++

PROFESSIONAL EXPERIENCE

Supervisor

Immersive Gamebox | May 2023 - Present

- Stay up to date with bookings and queries, ensuring efficient scheduling and addressing customer needs promptly.
- Support venue management in leading and developing the team, providing training and guidance to enhance performance and customer satisfaction.
- Perform regular equipment and technology maintenance to guarantee visitors a seamless and enjoyable experience.
- Foster effective communication and cooperation with other venue staff and the wider team, contributing to a cohesive work environment.

Web Developer

Evelyn Cakes and Bakes | July 2023 - August 2023

- Collaborated with the owner to get the requirements and created prototypes using Figma, ensuring a clear vision for the website
- Utilized, HTML, CSS, and JavaScript to develop responsive and user-friendly front-end interfaces, optimizing web performance.
- Designed and created logos, incorporating client branding and messaging to establish a strong visual identity
- Selected color schemes aligned with project goals, enhancing overall aesthetics and user experience.

UX Design

Linuga Journal Student Project | May 2023 - July 2023

- Collaborated with a cross-functional team of students to conceptualize and design a user-friendly mobile app.
- Utilized Figma to create detailed prototypes, incorporating user feedback to refine the user interface and enhance usability.
- Developed wireframes to map out the app's structure and flow, ensuring logical and intuitive navigation.
- Created and organized the content displayed on the app, optimizing it for readability and engagement.