

# APRIL CASTANEDA

Software Engineering Intern - Fall/Winter

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## projects

### WELCOME TO HELL II

- WebGL 2D platformer game wherein player tries to escape hell within 24 hrs or stay forever (WIP demo)
- Developed with C#/Unity

### ROTTEN GUAVAS

- Video game reviewing web app where users can create accounts, view game reviews, and add their own (website, github)
- Developed with one team member with HTML/CSS/Node.js/Express/MySQL

### TIMELINE CARD GAME

- Console game app that tests a player's knowledge of history by accurately placing event cards on a timeline
- Won 3rd Place (Overall), Best console app, and Public vote at Beaverhacks Summer 2019 Hackathon (onlinegdb, github)

### MACROPROC

- Program that gets signed integers from user, displays the integers, their sum, and their average using macros and procedures. (github)
- Developed with MASM x86 Assembly

## EDUCATION

**Oregon State University**  
B.S. COMPUTER SCIENCE  
Post-baccalaureate  
In Progress: GPA 4.0  
Expected Grad: Mar 2021

**University of Nevada, Las Vegas**  
B.A. FILM  
2006

## SKILLS

### Languages

C, C++, C#, MASM x86 Assembly,  
Python, Javascript, HTML, CSS

### Technologies

Node.js, Express, MySQL

### Tools

Pycharm, Sublime, Vim, VS Code,  
GDB, Git, Github, Filezilla, Unity

## COURSES

Intro to Computer Science I/II (C++)  
Discrete Structures in CS  
Data Structures (C)  
Web Development (HTML/CSS/JS)  
Analysis of Algorithms (Python)  
Software Engineering II (C)  
Assembly Language (MASM x86)  
Intro to DBs (Node.js/Express/MySQL)  
Projects (C#/Unity)

## work experience

Apr '19 - Mar '20 **TEACHING ASSISTANT / Intro to Computer Science (C++/Python)**  
*EECS Department / Oregon State University / Corvallis, OR*

- Conducted weekly office hours on Slack for a class of 400 students to answer questions about coursework and class concepts
- Organized and guided a section of 30 students on Canvas, answered e-mails, analyzed and debugged code, and graded coding assignments and essays
- Consulted with fellow TAs regarding best practices in programming, teaching, and different approaches to evaluating students' code
- Assisted with testing and transitioning a curriculum in C++ to Python

2007 - 2018 **PRODUCTION SUPERVISOR & ASSISTANT SUPERVISOR / Freelance TV**  
*Commercial Production / Los Angeles, CA*

- Supervised production of over a hundred national TV commercials, promos, and music videos
- Interacted with and supported a diverse group of personnel with particular talents and capabilities
- Ensured cohesiveness, efficiency, and adherence to schedules and budgetary guidelines
- Mentored dozens of coordinators and PAs for over 10 years and networked and communicated remotely with freelancers in various cities