Araceliz M. Gomes

COMPUTER SCIENCE & ENGINEERING

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EDUCATION

University of Connecticut
Storrs, Mansfield, CT, USA

B.S. Computer Science & Engineering
August 2016 – Present
Graduation: May 2020 (Junior)

SKILLS

Languages: Fluent in English, Spanish and Creole (Cape Verde Islands)

Programming Languages: (Proficient) Python, Java, C (Familiar) PowerShell, JavaScript, HTML/CSS, SQL, MATLAB, MIPS, Scheme.

RELEVANT COURSES

Intro to Computing for Engineers in Python, Intro to Principal Programming in Scheme, Data Structures and Object-Oriented Design in Python, Introduction to Discrete Systems, Digital Logic Design, Systems Programming in C, Computer Architecture.

EXPERIENCE

University of Connecticut Student Affairs Information Technology
Storrs, CT

Systems Administration Student Employee (20+ hours/week)
Feb 2018 - Current

- Built tech support application using Python, which has been added to all start menus for UConn computers.
- Manages several projects throughout semester including software imaging on admin and client machines.
- Implemented management and configuration system for over 100 iPads, utilized by Student Servicing UConn departments.
- Develops scripts for server and database management throughout year with PowerShell and Python.

Connecticut Center for Advanced Technology, Inc.
East Hartford, CT

Technical Support and Data Management for Manufacturing Intern
Jan 2018

- Applied MySQL and SQL skills to collect and model CCAT Manufacturing Floor Data of Alloy Processes for the Navy.
- Applied PHP to allow Database to be viewable through login-based website.
- Leveraged MATLAB skills to develop software to generate multiple graphs of Sound Data.

Municipal Parking Services
Bridgeport, CT

Digital Marketing Intern
June 2017-Aug 2017

- Developed marketing platform for the City of Bridgeport, selling ad space to local businesses.
- Managed social media platforms. Updated website.

PROJECTS

GOOGLE CodeU Participant SU'2018 ● Team 34 Chat App

Participated in CodeU, an exclusive Software Development program for high potential students to strengthen their skills.

- Collaborated with a team of three peers to design and implement a user interest-based chat web application with Java, JavaScript, HTML and CSS over the course of 12 weeks, leveraging various Google Cloud Platform APIs, including App Engine and Datastore.
- Contributed to open source software using Git and GitHub, conducted regular code reviews with/for teammates, extended an existing codebase, designed new components and interfaces and lead them to completion.
- Personal contributions to Chat Web Application include the creation of the Group and Private Conversations Feature, the Add and Remove Users from a conversation Feature, and the Profile Pages which consist of an 'About Me' section and a 'Most Recent Activity' Log. In addition, I created the most recent Graphic User Interface for our Chat Application.

Harry Potter Game

- Interactive Game created with Python that allows users to travel to Hogwarts, shop, get sorted, and interact with different characters.

"CELIA" Chatbot

- CELIA is a simple conversational Chatbot coded with Python. Users can converse with CELIA via command line.

LEADERSHIP & AWARDS

GOOGLE Travel Grant Scholar - SHPE 2018

Women Techmakers Scholar - GOOGLE Chrome Dev Summit 2018

#BUILTBYGIRLS Lead Campus Ambassador (UConn)
Sep 2018-Current

- Hosts themed monthly meet-ups to build network of women in tech related majors at UConn.

Society of Professional Hispanic Engineers, Event Planner, Secretary (2017)
Aug 2016-Current

- Host and Planner of SHPE Mock Interview workshops and Annual Latin Fest Event. Secretary (2017).

BRIDGE Mentor – UConn Engineering Outreach Diversity Center
Oct 2017-Current

- Established relationships with incoming college students to help them succeed in their transition to college.

Engineering Ambassadors Member and Tour Guide
Aug 2016-Current