COMPUTER SCIENCE & ENGINEERING

150 Alpine St. Bridgeport, CT

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EDUCATION

University of Connecticut

B.S. Computer Science & Engineering

Storrs, Mansfield, CT, USA August 2016 – Present Graduation: May 2020; Sophomore

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

EXPERIENCE

University of Connecticut Student Affairs Information Technology

Systems Administration Student Employee.

Manages several projects throughout semester, including computer imaging, Software installation, AirWatch & iPad configuration for UConn Dining Halls and creating scripts for server management.

Daniel Trust Foundation

Director of Marketing and Communications.

Attends meetings and networking events with the CEO Daniel Trust. Meets with potential donors and works to persuade them to help our cause to fund higher education for inner-city students.

Connecticut Center for Advanced Technology, Inc.

Technical Support and Data Management for Manufacturing Intern.

Applied MySQL and SQL skills to collect and model CCAT Manufacturing Floor Data of Alloy Processes for the Navy. Database created is viewable through login-based website. Applied MATLAB skills to create program that creates multiple graphs of Sound Data.

Municipal Parking Services

Digital Marketing Intern;

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

Townhouse for Dogs

Secretary, Social Media and Website Creator & Manager.

Storrs, CT Feb 2018 - Current Bridgeport, CT Jan 2017-Current East Hartford, CT Jan 2018 Bridgeport, CT June 2017-Aug 2017 Bridgeport, CT Aug 2015-June 2016

PROJECTS

GOOGLE CodeU Participant SU'2018 • Team 34 Chat App

Participated in CodeU, an exclusive Software Dev program for high potential students to strengthen their skills. Created a Chat Application alongside 3 other participants that allowed users to:

- Connect with others through Interest Conversations
- Create Private and Group Conversations
- Customize their Profile Page and monitor their activity
- Personal contributions to Chat App include the creation of the <u>Group and Private Conversations Feature</u>, the <u>Add and Remove Users from a conversation Feature</u>, and the <u>Profile Pages</u> which consist of an About Me section and a Most Recent Activity Log. In addition, I created the <u>most recent GUI</u> for the Chat Application. Coded in Java, HTML and CSS.
- Presented Application at Google Student Retreat in Mountainview California.

Aracelizgomes.com

Created a Resume Website using CSS framework. Hosting off GitHub.

Harry Potter Game

Interactive Harry Potter Game that allows users to travel through Hogwarts, shop, get sorted, and interact with different characters. Created with Python.

"Celia" AI Chatbot

Simple AI Chatbot created with Python.

Townhousefordogs.com

Navigation system created and designed for local kennel and grooming business to which I was employed.

SKILLS

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

Programming Languages: (Proficient) Python, Java, C (Familiar) JavaScript, HTML/CSS, SQL, MATLAB, Scheme. **Experience in** Marketing Android Development, Systems Administration Information Technology, MySQL, Nagios.

LEADERSHIP

Society of Professional Hispanic Engineers, Secretary

Aug 2016-Current

Sends out weekly email reminders & recaps for meetings. Manages social media platforms.

BRIDGE Mentor Mentee Program

Oct 2017-Current

Established relationships with incoming college students to help them succeed in the transition to college. Demonstrated ability to help mentee excel in Engineering discipline.

Engineering Ambassadors Member and Tour Guide

Aug 2016-Current

WORK & PORTFOLIO

LinkedIn	Portfolio	Contact	GitHub
www.linkedin.com/in/aracelizgomes	www.aracelizgomes.com	araceliz.gomes@uconn.edu	https://github.com/AracelizGomes