

Autumn Ossello

Fortuna, CA 95540 • 707.234.7337 • aut.ossello@gmail.com

Technology Knowledge:

Skill Level Intermediate: C++, C#, HTML, CSS, XML, Unity, GitHub (github.com/AutumnO)

Skill Level Beginner: Python, Java, JavaScript, Xamarin, Relational Databases (SQLplus, MySQL)

Non-Programming Skills: Microsoft Suite, GSuite, Asperite, Adobe Photoshop

EDUCATION

Bachelor of Science, Computer Science

CALIFORNIA POLYTECHNIC STATE UNIVERSITY HUMBOLDT

Magna Cum Laude

May 2022

Arcata, CA

Machine Learning • Java Programming • Personal Financial Management • Speech Communications
Software Engineering • Telecommunications/Networks • Web Apps w/ Databases • Computer Security

RELEVANT EXPERIENCE

INDEPENDENT SOFTWARE DEVELOPMENT

March 2020 - Current

FULL-STACK DEVELOPER

Fortuna, CA

- Learning new technology and developing software to stay up to date with industry
- Using software development principles to formally organize my design documentation
- Currently translating a virtual recipe box and calorie counting application developed in Java to a web-based application using JavaScript React
- Working through post-planning development milestones for a life simulation game using Unity
- Actively contributing to open-source repositories in C++, C#, and Java

CAPSTONE PROJECT

October 2021- December 2021

SPACECAT FRONT END DEVELOPER

Arcata, CA

- Developed a space use logging application for Cal Poly Humboldt's Library building
- Conducted requirements elicitation interview with client, then conducted regular meetings with client to discuss progress and reevaluate client needs
- Applied agile software development techniques to work efficiently as a team and meet deadlines
- Debugged throughout development using an issue ticketing system through a shared GitHub repository
- Implemented unit testing and wrote documentation including the Software Requirements Specifications, Software Design Specifications, and Software Test Plan
- Gained proficiency in XML, Xamarin and Xamarin.Forms framework for cross-platform compatibility

COMPUTER SCIENCE CLUB

April 2019

HACKATHON PARTICIPANT

Arcata, CA

- Designed and created data input system for local Humane Society using C++, HTML, CSS, and JavaScript
- Collaborated as a team to divide workload and complete project goals within time limit

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- Effectively used external resources to learn new techniques and languages to meet project expectations

PROFESSIONAL EXPERIENCE

HSU RETENTION THROUGH ACADEMIC MENTORING PROGRAM (RAMP)

February 2020-May 2021

ACADEMIC MENTOR

Arcata, CA

Place Based Learning Community: Representing Realities

- Worked with the Computer Science department faculty at HSU to provide academic mentoring to first-year CS and MATH students.
- Prepared agendas and talking points for monthly one-on-one Zoom meetings with 20+ students.
- Met with leads and staff weekly to discuss cases and share ideas.
- Composed professional advising notes for faculty advisors following meetings, while maintaining the privacy of mentees.
- Helped new students demonstrate a basic understanding of university policies and the resources that the university has to offer, and develop strong communication and time management skills
- Collaborated with PBLC staff and CS faculty to design and conduct the first virtual Summer Immersion.