

# CHRISTOPHER PINEDA

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## EDUCATION

**California State University, Long Beach**

**May 2024**

Bachelor of Science, Computer Science, Current GPA: 3.1

**Honors and Awards:** G2 Software Systems Scholarship | CSULB Deans list | CA State Seal of Biliteracy

## SKILLS

- **Languages:** Spanish (Fluent) | French (Intermediate)
- **Programming Languages:** Python | C++ | C# | Java | JavaScript, HTML, and CSS
- **Technical Skills:** Git | Visual Studio Code | XCode | Microsoft Suite | React | React-Native
- **Relevant courses:** Algorithms and Data Structures | Introduction to Mobile Product Development | Object Oriented Application Development | Intro to Software Engineering | Databases

## EXPERIENCE

**Microsoft Corporation, Software Engineer Intern, Redmond, WA**

**May 2023 - August 2023**

- Completed a successful migration project by transitioning the 'Ask a Parent' feature for the Microsoft digital stores from Ember to React, resulting in performance enhancements due to the integration of a streamlined backend service made in C#.

**Microsoft Corporation, Software Engineer Intern, Redmond, WA**

**May 2022 - August 2022**

- Created a Buy Now Page through guided learning to support multi line items products. I primarily used JavaScript, React, and Redux using hooks functions to access the necessary data to render onto the page.
- Familiarized myself with open-source technologies and the repository containing the code for the Microsoft digital stores, more specifically the buy now pages.

**Microsoft Corporation, Explorer Intern, Redmond, WA**

**May 2021 - August 2021**

- Utilized machine learning techniques along with Microsoft services to create a personalized recommendation system as a proof of concept for the Microsoft digital store.
- Created using a collaborative-based filtering model (SAR) and put it through the process of training, testing, and evaluating. Evaluation reflected the accuracy of the model for customers recommendations.

## LEADERSHIP

**Society of Hispanic Professional Engineers, Regional Student Rep.**

**August 2023 – Present**

- Enhanced regional chapter engagement by consistently communicating SHPE updates and valuable information to assist both new and struggling student chapters within region 2.

**Society of Hispanic Professional Engineers, President**

**August 2022 – May 2023**

- Led the CSULB chapter of SHPE by growing the professional development of our members through our general body meetings, outreach to industry professionals and creating a welcoming community.
- Organized workshops, with the assistance of SHPE officers, for diverse underrepresented members to deliver a smooth transition into an engineering profession.

## ACADEMIC PROJECT

**Mindbridge, senior design project**

**January 2023-Present**

- Streamlined project development by implementing with the React Native framework and Firebase for user authentication, resulting in the successful development of a cross-platform mental health app tailored to college students for both iOS and Android.

**Flashcard App, Personal project**

**February 2021 – April 2021**

- Produced IOS mobile flashcard app, using swift technical skills gained at Codepath's mobile product development course. The app can add new words and when clicked it flips for a description.
- Utilized an array of flashcards and user default to store flashcards created on the computer disk.