Cyndi M. Sanchez

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EDUCATION

King's College   Expected May 2027
Bachelor of Science in Computer Science   Wilkes Barre, PA
Leadership / Affiliations: Student Government Representative, Engineering Club, Coding Club

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PROJECTS

Dose Doodle | HTML, CSS, JavaScript, Firebase, Small Talk | GitHub
- Developed a lightweight chat feature to simulate doctor–patient interactions, enabling small talk and basic communication; collaborated in a 3-person team at Hackathon 2025 to deliver a functional MVP in 24 hours with mobile-first UI and rapid iteration based on mentor feedback
- Built a responsive web app for tracking daily medication, logging doses, and sending real-time reminders using HTML, CSS, and JavaScript; implemented Firebase Auth and Firestore to manage secure user accounts and persistent data

Suggestify | HTML, CSS, JavaScript, Python, Excel, Data Sets | GitHub
- Developed a personalized music recommendation web app, leveraging Python for data processing and JavaScript for dynamic frontend interaction; integrated CSV-based song data and displayed tailored suggestions through Document Object Model (DOM) manipulation
- collaborated with a cross-functional team, delegating tasks across frontend, backend, and data roles, troubleshooting JavaScript and Python issues, and ensuring timely project delivery under tight deadlines

Pixel Portal | SQL, Java, Java Spring Boot, Node.js, HTML, CSS, JavaScript | GitHub
- Designed and implemented a robust SQL database for a video game store, optimizing inventory management, customer profiles, and sales transactions.
- Developed a responsive marketplace platform, utilizing HTML, CSS, JavaScript for the frontend, and Java Spring Boot/Node.js for backend services, handling dynamic transactions and real-time inventory updates.
- Integrated personalized customer experiences, including loyalty points and detailed sales reporting, using advanced SQL queries and backend logic to drive operational efficiency and improve performance analytics.

The Rush: Text Adventure Game | Java, JUnit, OOP, Git | GitHub
- Designed and developed a dystopian narrative-driven text adventure game with 27 branching stages, integrating moral dilemmas, resource management, and decision-based consequences using custom algorithms and data structures
- Built a modular, object-oriented system with robust CLI interaction and item-based progression; implemented unit testing with JUnit and used Git for version control to ensure scalable logic and reliable gameplay

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TECHNICAL SKILLS

Languages: Proficient in Java, Python, C, JavaScript, SQL, HTML, CSS
Technologies: Full-Stack Development, REST APIs, Database Integration, SQL Database Design, Algorithm Design, Object-Oriented Programming (OOP), Test-Driven Development (TDD), Query Optimization, Data Analysis

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TECHNICAL EXPIRIENCE

Cloud Conduction | Associate IT Specialist | Remote   2024 – Present
- Revamped responsive web interfaces using HTML, CSS, and JavaScript frameworks to enhance UI/UX across platforms; built and debugged custom interactive features and AI-driven components for functionality, accuracy, and performance
- Analyzed, tested, and recommended software tools to optimize workflows; monitored and maintained system infrastructure for reliability, security, and maximum uptime
- Engineered interactive features with custom JavaScript, and debugged AI-driven components to ensure functionality, accuracy, and performance.