

DEVIN G. COOMBS

Bilingual Software Engineer

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Recent college graduate and aspiring software engineer with an emphasis on quality assurance and software and game development. Who has a unique background in public education and bilingual (Spanish) instruction, adaptable, learns quickly, skilled in problem-solving and collaboration, and eager to find opportunities to contribute to a professional team and continue to learn and develop their skills.

PROFESSIONAL EXPERIENCE

Paraprofessional - Alpine School District

April 2025 – Current

- Collaborate with teachers, administrators, and other school staff to address student instructional support needs.
- Monitor student Chromebook usage and provide technical assistance as necessary.
- Support classroom behavior management under the supervision of the classroom teacher.

Substitute Teacher - ESS

October 2024 – April 2025

- Cover classes when teachers are absent

Dual Language Immersion Aide - Alpine School District

October 2019 – May 2024

- Work directly with elementary students in the Spanish Dual Language Immersion program to support math, reading, and writing.
- Collaborate with teachers, administrators, and other school staff to address student instructional support needs.
- Monitor student Chromebook usage and provide technical assistance as necessary.
- Support classroom behavior management under the supervision of the classroom teacher.

EDUCATION

Program Certificate in Software Quality Assurance

January 2025 – May 2025

Mountainland Technical College

Bachelor of Science, Software Engineering

January 2020 - May 2024

Utah Valley University

- Minor in Computer Science
- Computer Science Club member

Programmer, Certificate of Completion

January 2020 - May 2022

Utah Valley University

Languages:

- Spoken: English, Spanish
- Programming: Java, C#, C++, Python

Projects:

- Collaborating on a 3D platformer game (ongoing),
- Developing a top-down 2D adventure game and with it a small game engine (ongoing)
- Collaborated on a point-and-click game