## DIEUNIE GOUSSE

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## EDUCATION

#### Farmingdale State College

Bachelor of Computer Science, Dean's List

Expected May 2026 Farmingdale, NY

• Relevant Coursework: Data Structures and Algorithms, Java Programming, Data Management, Networking in Computing, Computer Organization and Architecture, Object-Oriented Programming, Operating Systems, Web Development, Software Engineering

## Suffolk County Community College

Associate of Arts: Liberal Arts and General Studies

Selden, NY

## TECHNICAL SKILLS

 $\begin{tabular}{ll} \textbf{Languages \& Databases:} Java, Python, C/C++, SQL, Lunix, F\#, JavaScript, HTML/CSS \\ \textbf{Frameworks \& Libraries:} & Collab.Google , JavaFX , Node.js , React, Scenebuilder, SpringBoot, LucidChart \\ \textbf{Developer Tools:} & Git,Docker, Microsoft 365, AWS, Adobe Suite,GitHub, Lunix, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, \\ \end{tabular}$ 

#### EXPERIENCE

#### Frontend Developer - FinTrack

Collaborative Group

Jan 2025 - Mar 2025

- Built 6+ responsive UI screens using Figma and React, including sidebar navigation, dashboard cards, and transaction history with mobile-first design
- Implemented light/dark mode toggle, collaborated with backend integration via API calls, and managed feature branches with GitHub for consistent team commits

#### Beautician - Deja Vu Salon

Mar 2020 - Present

Northport, NY

- Managed over 100+ client profiles using appointment scheduling software to streamline bookings and track individualized sorvices
- Analyzed client behavior trends and improved retention by generating 10–15 additional repeat appointments monthly through data-informed service planning
- Created seasonal service packages based on historical demand and client feedback, boosting monthly bookings and customer satisfaction scores

### **PROJECTS**

## Card Game - 24 (Java, JavaFX)

Mar 2025

Personal Project

- Developed an interactive JavaFX game where players form expressions that evaluate to 24 using four playing cards
- Implemented expression parsing, input validation, and a hint system to enhance gameplay experience

# Event Website (CodePath Web101) (HTML, CSS, JavaScript, GitHub, Figma) CodePath Web Development Course

Feb 2025

- Built a fully responsive multi-page event website with homepage, registration, and contact sections
- Implemented dark mode toggle using JavaScript and styled UI with CSS Flexbox and Grid
- Used GitHub for version control and designed layouts using Figma

#### McDonald's Franchise Management System (Java, SQL Server)

Sep 2024

Course Project - Java Programming

- Created a console-based franchise simulation with object-oriented Java classes and inheritance
- Handled order processing, billing logic, and menu management through user input and file I/O
- Connected the application to SQL Server for persistent data management

#### Maze Solver Application (Java, Recursion)

Nov 2024

Personal Project - Algorithm Design

- Built a recursive backtracking algorithm to navigate and solve 2D mazes
- Visualized pathfinding logic, handled invalid routes, and explored stack memory usage in recursive calls