

# DOBIEN RAE CORTEZ

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## SUMMARY

Computer Science Enthusiast and active learner in life. Specialized in Full-Stack Web Development with the MERN Stack. Believes growing and learning should never stop. The tech industry is the perfect place to learn and adapt to new technologies as they're introduced.

## TECHNICAL SKILLS

- **Java, JavaScript, C, C#, Python**
- **HTML5, CSS3, jQuery, React.js, Angular.js, jQuery, Node.js, Express.js, Axios**
- **MySQL, Sequelize.js, MongoDB, Mongoose.js, Google Firebase**

## EDUCATION

**Coding Bootcamp: UC Davis Extensions, Sacramento, CA** Nov 2018 - June 2019  
• Full Stack Web Development Certificate

**B.S. Computer Science: CSU Sacramento, Sacramento, CA** Fall 2015 - Spring 2019  
• Hornet Leadership Program Certificate  
• Member of Hornet Film Society, Stinger Barbell Club, and SacState eSports Club

## PROJECTS

**Adventurers Club | [github.com/DobienC/Project3](https://github.com/DobienC/Project3) | [cryptic-mesa-14005.herokuapp.com/](https://cryptic-mesa-14005.herokuapp.com/)** May 2019 - June 2019

- Created a Dungeons and Dragons (D&D) web tool using the MERN Stack, bcrypt, and Json Web Tokens resulting in a way to create, share, and explore D&D characters.
- Constructed a RESTful API utilizing Node.js and MongoDB resulting in a Model View Controller architecture pattern.
- Final project for the coding bootcamp. Managed the full stack alone.

**ACED - AGENT FOR COURSE AND EDUCATION DEVELOPMENT |** Sep. 2018 - May 2019  
[dev.azure.com/DebuggersCSUS/Speaking%20Science](https://dev.azure.com/DebuggersCSUS/Speaking%20Science)

- Collaborated with six other students and a client using Angular.js, C#, and TSQL to produce an online tutoring service for the client's students.
- Helped design and populate data for the layout using Angular.js as a Front-End Developer. Utilized the back-end team's APIs which resulted in a dynamic web page.
- Personally maintained contact with the client to bring his vision into a reality.

**Pawnage | [github.com/DobienC/Pawnage](https://github.com/DobienC/Pawnage)** March 2019

- Programmed a computer AI (Pawnage) using C which produced a program to play against Pawnage in a board game similar to chess.
- Implemented Min-Max decision algorithm and Alpha Beta Pruning using a heap tree resulted in the AI to choose the most optimal move on its turn.

## EXPERIENCE

**Shift Lead/Box Office Cashier** 2015 – 2018  
**Cinemark Theaters** Roseville, CA  
• Viewed as a role model and a go to mentor resulting in managing up to eight employees.  
• Communicated with every employee effectively and took initiative with customer concerns and theater malfunctions