Dobien Rae Cortez

4231 Lakewood Street, Rocklin, California 95677 | (916)-251-6957 | Dobienc82@gmail.com | [LinkedIn](#) | [Portfolio](#) | [Github](#)

Personal Statement

Computer Science Enthusiast and active learner in Full-Stack Development. Front end web developer and advanced Java coder. Collaborative and open-minded. Strives in adaptability to gain further knowledge in new and old fields of technology. Working towards the completion of a full stack web developer certificate through UC Davis Extension's Coding Bootcamp. Takes pride for positive attitude in the face of adversity and will strive for conflict resolutions.

Education

CODING BOOT CAMP | 2018-PRESENT | UC DAVIS EXTENSIONS
· In Progress: Certificate of Completion
· Topics: Web Development/Full Stack
· Expected Completion Date: JUNE 2019

IN PROGRESS: BACHELORS | 2015-2019 | CALIFORNIA STATE UNIVERSITY SACRAMENTO
· Bachelors of Computer Science
· Certificate of Completion: Hornet Leadership Program
· 2.94 G.P.A.
· Member of Hornet Film Society, Stinger Barbell Club, and SacState eSports Club
· Web developer for SacState eSports Club

HIGH SCHOOL DIPLOMA | 2011-2015 | WHITNEY HIGH SCHOOL
· 3.75 G.P.A.
· Advanced Placement Student
· AVID Student
· Club President

Skills & Abilities

PROGRAMMING

Programming Languages:
· Java, C, C#, MySQL, JavaScript, Python

Web Development:
· MERN Stack, React.js, Angular, jQuery, Node.js, Bootstrap, Express, APIs, HTML, CSS, Javascript

Database:
· MySQL, Google Firebase, MongoDB

Hardware Description Languages:
· Verilog, Assembly

Integrated Development Environments:
· Eclipse, Visual Studio Enterprise, Visual Studio Code, Unity, Android Studio, jGRASP

Other Programming Tools:
· Putty, NotePad++, MySQL Workbench, OpenGL, CodeName One, Git Bash, GitHub, Heroku

Computer Science Topics:

· Object Oriented Programming	· Operating System Principles
· Data Structures and Algorithm Analysis	· Computer Networks and Internets
· 3D-Graphics	· Computing Theory and Programming Languages
· Artificial Intelligence	· Database Management Systems
· Computer Software Engineering	

SOFT SKILLS

· **Respectful**	· **Self-Motivated**	· **Responsible**
· **Leadership**	· **Open-minded**	· **Disciplined**
· **Adaptability**	· **Curious**	· **Dependability**
· **Cooperative**	· **Self-Management**	· **Patience**
· **Collaborative**	· **Persistent**	· **Goal Setting**
· **Mediation**	· **Logical Reasoning**	· **Empathetic**
· **Listening**	· **Questioning**	· **Humility**
· **Optimism**	· **Integrity**	· **Trusting**

Projects

ACED - AGENT FOR COURSE AND EDUCATION DEVELOPMENT: **SEPTEMBER 2018 – MAY 2019**
· My senior project group, the Debuggers, are working with a client to develop a web service for his tutoring service. The website is designed to enhance student learning through video lectures, interactive practice problems, and quizzes. The goal is to allow students to have access to written notes, video lectures from the client and interactive practice problems to evaluate their understanding. The quizzes will be used to allow the administrator to access the students learning and progress.
Skills Used: Slack, Visual Studio, C#, Angular, Web Development, DevOps Azure, SCRUM

STINGER ESPORTS WEBSITE: **JANUARY 2019 – MARCH 2019**
· Through Sacramento State's utilization of OrgSync, I'm working on creating Sacramento State's eSports club's website. As the club's lead web developer, I hope to promote and achieve their goal to officially be affiliated through the school to compete on a collegiate level. With over 200+ members, I look to represent the large community and team through the website.
Skills Used: Web Development, HTML, CSS, Bootstrap, OrgSync, APIs, Widgets.

BLOCK-RUN: **MAY 2018 – AUGUST 2018**
· BLOCK-RUN was a game I made the through IDE Unity. This was a simple game heavily inspired by Brackeys' tutorial on YouTube. Through the tutorial and several online references, I built knowledge on the Unity IDE and C# scripting.
· **Skills Used:** App Development, Object-Oriented Programming, C#, Microsoft Visual Studio, Scripting, UNITY, PHP, MySQL, Self-Learning.

LADYBUG GAME: **JANUARY 2018 – MAY 2018**
· The LadyBug game I made in my Computer Graphics course was made in one semester. The game was developed using the CodeName One IDE and written in Java. The purpose of the project was to build a video game from the ground up using Design Patterns and no use of and GUI components.
· **Skills Used:** App Development, Event-Driven Programming, Java, CodeName One, Animation, Design Patterns, Object-Oriented Programming, UML, Eclipse.

GET TOGETHER: **AUGUST 2017 - DECEMBER 2017**
· I was a project manager for my group's software development project. Get Together was made for Androids. This app was to be used for spontaneous gathering around campus daily. We would issue the user to either create or find events made by other users to essentially get together and socialize.
· **Skills Used:** App Development, Project Management, HTML, CSS, Android Studio, Java, PHP, GitHub, UML.

Experience

FRONT END DEVELOPER| CALIFORNIA STATE UNIVERSITY SACRAMENTO | FALL 2018 – SPRING 2019
· My senior project group and I are worked together with a client for his STEM Tutoring Business. He expected us to develop a website to aid the students in their studies on STEM subjects. Our team followed the SCRUM methodology to implement and integrate new features at the end of every two week sprints. Meetings were held weekly between either the whole team or with the client.

SHIFT LEAD | CINEMARK | MARCH 2015-MARCH 2018
· My number one priority was customer satisfaction. The skills I utilized and perfected were team work, communication, team organization, and time management.
· **Shift Lead:** As a shift lead, I had to operate and organize up to seven other employees during the work day.
· **Usher:** As an usher, my task was to maintain the cleanliness of the auditoriums, hallways, restrooms, and lobby.
· **Box Office Cashier:** As a box office cashier, I would sell tickets to customers as well as run the customer service window.

COMPUTER TECH INTERN | NCS COMPUTERS | LATE-FALL 2014 – SPRING 2015
· NCS Computers is primarily an IT tech support service for private firms in the Roseville area. I shadowed the team when helping customers. Some tasks included fixing and installing software, troubleshoot issues, building computers with clean installs, and more.