

Nicole Pontaza

<https://nicolepontaza.me>

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EDUCATION

University of Illinois at Urbana-Champaign
Bachelor of Science in Computer Science

Class of 2019
GPA: 3.43

Skills: C#, Java, SQL, C++, HTML, CSS, Python; Adobe: Photoshop, Illustrator, Premiere Pro CC; Unity 3D, Unreal Engine

EXPERIENCE

PenguinTech

Front-end Designer | August 2016 - Present

- Launched the business site www.penguintech.net
- Created the logo and established the foundation for future business use of the site

CS 196

Course Assistant/Executive Board | August 2016 - Present

- Mentor and project manager for group of 3-4 freshman in CS 125 honor section
- Manage the autograder for the course by making full use of continuous integration

PROJECTS

Novascape

August 2015 - December 2015

- A 2D Unity game made with a group of 2, has networking functionality and a procedurally generated terrain
- Personally introduced gravitational physics, networking, and controls

Plant Database

April 2015 – May 2015

- Implemented a personal database through WAMP sever with phpMyAdmin to gather/filter information
- User interacts with UI and it relays commands from C++ into SQL for the server simultaneously

ACTIVITIES

HackIllinois

Project Manager/Designer | October 2015 - Present

- Handle several projects in an administrative fashion
- Carry out several designing aspects for HackIllinois using Adobe software

Association of Computing Machinery (ACM)

Active Member

- Attend tech talks from different companies to gain insight of what the current job industry is like presently
- Collaborate with fellow members to create unique solutions/experiments to advance in our current fields

Women in Computer Science (WCS)

Active Member

- Gain connections and network with several companies that empower women to pursue a career in Computer Science