

Nicole Pontaza

<https://github.com/Elocintrocitcity>

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EDUCATION	University of Illinois at Urbana-Champaign Pursuing a Bachelor of Science in Computer Science	May 2019
HONORS	Dean's List	Fall 2015
EXPERIENCE	HackIllinois <i>Project Manager</i>	Urbana, IL October 2015 – Present
	<ul style="list-style-type: none">• Handle several projects in an administrative fashion• Expedite the progress of Team X (Project Management)• Inform and guide on average 3-4 people to perform and execute several tasks in an efficient manner	
	University Interscholastic League <i>Proctor, Grader, Event Manager</i>	Katy, TX October 2012 – February 2015
	<ul style="list-style-type: none">• Administered and graded tests for the high school level for 3 years• Guided and accommodated the 10+ high schools that were represented in 15+ events such as Calculator, Event Writing, Computer Science, Number Sense, etc• Cooperated with team coaches for each event to make sure everything ran smoothly	
ACTIVITIES	Association of Computing Machinery <i>Active Member</i>	Urbana, IL August 2015 - Present
	<ul style="list-style-type: none">• 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	
SKILLS	SQL <ul style="list-style-type: none">• Implemented personal databases (plant and automobile records) through WAMP server with phpMyAdmin to gather/filter information C++ <ul style="list-style-type: none">• Created a UI design with Visual Studio to get instance variables from user so that it can be used to put into database using SQL C# <ul style="list-style-type: none">• Pioneered Unity with C# for scripting 2D games Java <ul style="list-style-type: none">• Achieved a player-based form of Quidditch with stats on each player and also a watered-down version of the 7 Wonders board game with graphics	