

Gina Somara

<https://github.com/GinaSomara>ginasomara-portfolio.herokuapp.com

EDUCATION

San Francisco State University

Summer 2020 – Current

- *Major:* Computer Science w/ *Minor* in Mathematics (SFSU GPA: 4.0 & estimated graduation May 2023)
- *Programming Coursework:* Machine Structures, Programming Methodology, Data Structures, Software Development
- *Mathematics Coursework:* Calculus I, II, III, Linear Algebra, Discrete Mathematics, Differential Equations

EMPLOYMENT

Artificial Intelligence STAARS - Mentor

July 2021 - Current

- Mentored 5+ students through AI scholarship program coursework to improve academic achievement, retention, and career success
- Organized coding projects to enhance and establish a basic understanding of AI
- Leveraged Knowledge in organizing and teaching AI-based Java and C++ OOP projects

Tutoring Rocks – STEM Tutor

August 2019 - January 2020

- Tutored 10 high school students in all levels of Mathematics, Computer Science, Physics, Chemistry and Biology, helping raise their GPA by an average of 25% over the Fall semester
- Leveraged Knowledge in deconstructing difficult STEM subjects for comprehension and information retainability

United States Air Force - Aerospace Propulsion Journeyman

November 2014 - June 2018

- Maintained and rebuilt A10 turbofan engines consisting of 10k+ components and optimized engine part swap program totaling \$1.5M
- Oversaw jet engine equipment program consisting of 3k+ tools totaling \$3M+ in assets
- Spearheaded Squadron wellness/fitness program for 75 troops improving physical testing score pass rate by 18%
- Co-led Japan's largest Special Olympics hosting 1k+ athletes and 10k+ attendees improving relations with Japan
- Leveraged Knowledge in trained leadership, mass organization, interpersonal communication, and crucial detail-orientation

SOFTWARE PROJECTS

Personal Website: ginasomara-portfolio.herokuapp.com (for additional information and projects)

My Portfolio

- Designed and developed an interactive portfolio to showcase my coding projects and other work in further detail
- Incorporated UI course knowledge for a clean and smooth, interactive interface
- Enhanced with Handlebars to emphasize organization and improve upon code reusability
- Utilized: JavaScript, CSS, HTML, Heroku, NodeJS, Handlebars, git

Tank Wars

- Implemented a Model View Controller based shooter game in order to focus on scalability and extensibility
- Created a Game Grid to improve entity object movement and collision handling reducing runtime from $O(n^2)$ to $O(1)$
- Designed a Collision Handling Interface hierarchy improving memory usage of entity collision handling and reducing code duplication
- Utilized: Java, git

Python Interpreter/Testing

- Built an interpreter to read and transform basic Python code into Statement/Expression objects for an organized, versatile project structure
- Utilized a Parser Class with a custom algorithm to effectively break down and sort Python code from text files
- Implemented Unit Testing for all classes to cover any possible errors within the project, minimizing regressive maintenance
- Utilized: Java, Hamcrest Library, git

SKILLS

Software: (*proficient*) – Java, HTML/CSS, C++, Git (*familiar*) – JavaScript, Python, NodeJS

Technical: (*proficient*) – Data Structures, Software Development, Blockchain, OOP (*familiar*) Web Development, AI

Soft: Organization, Interpersonal Communication, Leadership, Basic Japanese