

Giovanni Quevedo

Tel: (424)704-6084

Email: giovanni.qu01@gmail.com

Web: gioepic123.github.io

Git: github.com/GioEpic123

Education	California State University Long Beach , Long Beach, CA BS, Computer Science	June 2023
Work Experience	Snap Engineering Academy Intern <i>Snap Inc.</i> Santa Monica, CA <ul style="list-style-type: none">• Took training courses in full-stack development, UX/UI design, and JS programming• Worked with peers to develop many small projects and completed a major web-app hackathon project. Hardware Repair Technician <i>Swift-Cell Phone Repair</i> , Redondo Beach, CA <ul style="list-style-type: none">• Managed a retail service location for repairing handheld hardware devices• Oversaw the repair of 40- 60 devices weekly• Managed inventory, part orders, and company finances Creative Development Intern <i>Apollo Interactive</i> , El Segundo, CA <ul style="list-style-type: none">• Assisted graphic designers in production of visual media using Adobe Photoshop• Collaborated with web designers on the design and UI of HTML sites. Game Artist / Graphic Designer <i>Leuzinger High School</i> , Redondo Beach, CA <ul style="list-style-type: none">• Collaborated to produce 2 video games and game art for Leuzinger High School's MCA Program• Produced Graphic Design Commissions for Leuzinger's MCA Program	June – August 2020 Sept 2017 – Sept 2019 May 2017 Feb 2017 – May 2018
Projects	<u>FoodVerse</u> – Live Web App (JS, Node.js/Express) <ul style="list-style-type: none">• Snap Engineering Academy 2020 Hackathon Submission• Built Node.js backend on a Team-Built full stack web application• Used Github and git terminal for version control <u>Portfolio Website</u> – (HTML, CSS, J.S.) <ul style="list-style-type: none">• Programmed in HTML and CSS using Visual Studio Code• Learned how to use Github for version control <u>Turret Trouble</u> – PC Game (C#, Unity Game Engine) <ul style="list-style-type: none">• Built a turret defense game in C#• Worked with a 3D modeler to create custom assets• Won “Best Gameplay” Award from the CSULB Video-Game Dev. Assoc.• Used SourceTree for version control	Jul 2020 – Aug 2020 June 2020 Sept – Oct 2019
Skills	Object Oriented <ul style="list-style-type: none">• Java, C#, basic Python Web Development <ul style="list-style-type: none">• Front-End: HTML, CSS, JS, EJS, Responsive Web Design, Google MDL• Back-End: JS, Node.js/Express• Other: RESTful Routing, API, Firebase, Git/GitHub Software / Tools <ul style="list-style-type: none">• GitHub Version Control, SourceTree Version Control, Adobe Photoshop, Unity 2019, MS Office 2018, Google Suite	