

# Jaqueline Medina

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## Education

### University of Houston - Main Campus

*Bachelor of Science in Computer Science*

May 2024

*Dean's List: Fall 2023*

### Lone Star College

*Associate of Science Degree*

May 2021

## Relevant Coursework

- Computer Science and Programming
- Computer Organization and Architecture
- Cybersecurity
- Algorithms and Data Structures
- Fundamentals of Operating Systems
- Intro to Automata and Computability
- Fundamentals of Software Engineering
- Introduction to Interactive Game Development
- Software Design
- Digital Image Processing
- Database Systems
- Software Development Practices

## Skills

**Programming Languages:** C/C++, Python, JavaScript, HTML/CSS, Dart, L<sup>A</sup>T<sub>E</sub>X, GodotScript, Golang, Typescript

**Tools:** Git/GitHub, Unix/Linux Shell, Godot 4, Jira, Agile, VS Code, Firebase, AWS, DynamoDB, Lambda, Jenkins

**Languages:** English (Fluent) and Spanish (Native)

## Projects

### Let Meowt Game | Godot 4, GodotScript, Git

Sep 2023 – Dec 2023

- Brainstormed and developed an action-role playing horror game
- Animated and executed the main character's movement
- Established a dialogue system to enhance storytelling between characters
- Orchestrated seamless transitions between rooms for player entry and exit experiences

### Personal Portfolio | Javascript, HTML/CSS, VS Code, Github

Aug 2023 – Present

- Developed a personal portfolio website using HTML, CSS, and JavaScript to showcase projects and skills
- Designed and implemented responsive user interfaces, utilizing media queries to ensure optimal viewing experience across various devices
- Hosted and deployed the web application through GitHub pages

### Fuel Quote Application | Dart/Flutter, Firebase, VS Code, GitHub

June - Aug 2023

- Developed a web app predicting fuel rates based on client location, history, requested gallons, and profit margin
- Constructed the back-end infrastructure using the Firestore database to manage data storage for multiple pages, in Dart programming language
- Created the front-end of the profile page utilizing Dart and Flutter within the website

### Real Estate Properties System | C++

May 2022

- Developed a real estate properties system that can check in/out tenants, put in prices for properties, put in dates that properties are checked out for and implemented a full year calendar to keep track of the dates
- Produced great problem-solving skills, as well as research skills in the span of working on this project

## Experience

### Manufacturing Simulation App | Software Engineer Contract

Jan 2024 – May 2024

- Contracted to contribute to the development of a digital smart factory concept utilizing Typescript, Golang, AWS, DynamoDB, Lambda, VSCode, and Git
- Design and develop the front-end page to display the floor plan of user factories with assets
- Developed and implemented Create, Read, Update, Delete operations in the backend, utilizing Golang and AWS

### Spring Independent School District | Intern

Jan 2017 - May 2017

- Learned the detailed principles, procedures and operations of information technology and computer components from the Spring ISD department of technology staff
- Served as the first point of contact for customers seeking technical assistance with computer systems hardware and software