Jaqueline Medina

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Education

University of Houston - Main Campus — May 2024
Bachelor of Science in Computer Science — *Dean's List: Fall 2023*

Lone Star College — May 2021
Associate of Science Degree

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, LaTeX, Golang, Typescript
Tools: Git/GitHub, Unix/Linux Shell, Godot 4, GodotScript, Agile, VS Code, Firebase, AWS, DynamoDB, Lambda
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 – Present
- 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
- Develop and test back-end UPDATE factory endpoint to enable factory asset updates

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