

OBJECTIVE

I enjoy making and playing video games and learning new languages, verbal and computer. I also like to draw and travel. I hope to be able to make games for a living while also being able to travel.

EDUCATION**THE CITY UNIVERSITY OF NEW YORK, COLLEGE OF STATEN ISLAND**

Bachelor of Science: Computer Science, Linguistic Minor; Current GPA: 3.3, Expected Graduation Fall 2021

Relevant Coursework: Serious Gaming Development, Web Development, Cryptography, Computer Hacking Theory, Data Structures, Object Oriented Software design, Operating Systems, Software Engineering

TECHNICAL SKILLS

Programming: C++, C#, Php, Java, JavaScript, HTML, CSS, Swift, Git, MongoDB, Node.js, React.js, Express.js, React Native, NPM, JQuery

Technologies: GitHub, Heroku, Netify, Unity, Matlab, Microsoft Office Suite

PROFESSIONAL EXPERIENCE**Extra-Ed****New York, NY***Full-Stack Development Intern**June 2021 – August 2021*

Worked on website functionality, using MongoDB, NoSQL, Express.js, and React.js, to connect universities with high school students to make it easier for them to pick out an ideal college and improve the onboarding experience.

- Used React.js to create variables capable of taking on user input values for birth date and high school graduation date to help suggest various college options
- Used MongoDB to integrate birthday as variable in the users schema to store the birthday variable in the database for retrieval to display Extra-Ed
- Uncovered issue not allowing users to upload videos from their local computer and resolved by using DailyMotion API that allows for embedding local videos onto the website
- Used Express.js to create a module export (function) for a route to store and update a users on the website

Five Below**New York, NY***Sales Associate**July 2018 – April 2020*

Handled cash and credit transaction services for over 500 customers daily.

- Locate items for customers and stock items onto shelves
- Prepare and maintain store cleanliness and appearance

TECHNICAL PROJECTS**Tech Talent Pipeline FullStack Development Bootcamp****New York, NY***FullStack Developer Student**Jan 2021 - Feb 2021*

Used MongoDB, Express.js, Node.js, React.js and GraphQL to create a FullStack website. Launched a database using Heroku and deployed a website through the use of Netify.

- Used MongoDB together with GraphQL for storing user information, such as usernames, emails, passwords, as well as querying user comments, likes and posts
- Leveraged Express.js and Node.js to access APIs that provided weather and pollution index based on a user's geographical location
- Applied React.js to develop website user interface components for home, login, and user registration

Software Engineering Course, College of Staten Island**New York, NY***Team Leader, Software Engineering Student**Aug 2020 - Dec 2020*

Managed a team of 5 to develop a Java application for employee and manager permissions on a payroll system which provides access to company employee profiles and payroll management system features

- Used Google sheets to organize tasks and delegate to teammates to assure project deadlines were met.
- Used MySQL to manage and store employee's IDs, names, birthdays, contact information and social security numbers
- Researched 3 health plans and created a system that organized them as company benefits into specific packages that would take a certain amount of money out of each paycheck to satisfy the package.
- Researched tax laws in New York to create a system that automatically took out state and federal taxes

KIMBERLY MODESTE

917.652.1933 · KimberlyJModeste@gmail.com · Brooklyn NY ·

<https://github.com/KimberlyModeste> · www.linkedin.com/in/kimberly-modeste1

in order to calculate Net pay.

Java Programming course, College of Staten Island

New York, NY

Computer Programming Student

Jan 2020 - May 2020

Built a project using Java that applied concepts learnt about object oriented software design.

- Created Objects for opponents in the game labeled as a “Monster” with containers that define initialized variables such as attack, defense, magic, and worth for defeating the opponent
- Applied a series of if-else statements for scenarios that are decided by random generated integers resulting in whether a monster was defeated or not
- Implemented event-driven results through the following rules: “Attack” beats “Magic”, “Magic” beats “Defense” and “Defense” beats “Attack”

Game Development Applications Course, College of Staten Island

New York, NY

Game Developer Student

Aug 2019 - Dec 2019

Worked as part of a team of 3 to develop a dialogue-based game called Synesthesia by using Unity and C#

- Developed and implemented pictures, music, and small games which enabled the user to drag and drop visual components
- Taught users how to play the piano by walking them through a series of steps needed to play the piano and then testing their knowledge by having them follow through with the same steps

LEADERSHIP/VOLUNTEER EXPERIENCE

COLLEGE OF STATEN ISLAND, VOLUNTEER

Sept 2016 – Present

BROOKLYN THEATRE ARTS, VOLUNTEER

Nov 2012 – Jan 2020

BROOKLYN PUBLIC LIBRARY, VOLUNTEER

Jun 2009 – Jun 2019