Kimberly Ramgopal Ramgopal.kimberly2019@gmail.com 347-239-2516

Education:

New York City College of Technology:

Bachelor in Technology BTECH Computer Systems

Certifications:

- MS Excel: Manage and Report with Microsoft Excel (Basic)
- TEEX Course Certified
- Microsoft Office Access 2013 Advanced

Extra Curricular Activities:

NSCS Club VP:

January 2023 -Dec 2023

- Coordinated a successful club trip to Washington, DC, managing all aspects of planning and execution.
- Created an appropriate budget with approval from the club advisor, providing regular updates on trip logistics, budget adherence, and participant registration.
- Created surveys to gauge interest among club members, collecting valuable feedback to tailor the trip experience.
- Communicated with students to uphold their best interest in trip activities by using surveys and meetings leading up to trips to ensure their enjoyment of activities

NSCS Club Social Media Manager:

April 2022 - Dec 2022

- Created and implemented social media posts to promote club events
- Engaged with accounts online community by responding to messages
- Generated engaging content, leading to increased followers and overall online presence.

Work Experience:

CUNY, New York City College of Technology, NY

March 2024- Present

CUNY Assistant

- Supervises CST students internships and provides guidance and project and course work.
- Communicate with Manager relating to student outreach
- Contributes to DEI workshops and creation of inclusive curriculum

Honors Scholars Program, New York, NY

October 2022 - December 2023

Intern

- Created a captivating video game using the Unity engine and C# as an educational tool to teach the concepts of mean, median, and mode.
- Designed an immersive and enjoyable gameplay experience that conveyed mathematical concepts to students.
- Collaborated with a team of developers and educators to ensure the game aligned with educational goals and standards.
- Received positive feedback from both students and instructors on the effectiveness of the game as a learning tool.