Laura Villarreal

Dallas, TX | 469-386-1308
lauravillarr1@gmail.com
https://www.linkedin.com/in/laura-villarr/

Education

B.S. in Computer Science | GPA 3.9
The University of Texas at Dallas (UTD) | Spring 2023

Work Experience

Paycom, Software Developer Intern | Android Mobile Team — *May. 2022 – Aug. 2022*, *Grapevine, TX*

- Collaborated on a cross-platform project to create an event organizer app across iOS, Android, and Online.
- Designed the UI/UX and data flow of the application.
- Developed an Android application utilizing new technologies such as Kotlin and Jetpack Compose.
- Utilized the latest design patterns to maintain a clean architecture (MVVM).

UTD, Undergraduate Teaching Assistant | C++ — *Feb. 2022 – May. 2022*, *Richardson, TX*

- Mentored students learning the fundamentals of programming in C++.
- Developed coursework for students to review core concepts from class.
- Reviewed and provided feedback on their code and assignments.

Skills

Programming Languages:	Java, C++, Kotlin, Python, SQL, C#, Dart
Tools and Frameworks:	Android Studio, Jetpack Compose, Git, React, Eclipse, MySQL, Emacs, Flutter, Figma
Relevant Coursework:	Data Structures & Algorithms, C/C++ in UNIX, Operating Systems, Professional and Technical Communications, Software Engineering, Database Systems, Computer Networks

Academic Projects

ACM Team Project: Fluent | Dart | Flutter | Git | Figma | Social Language Learning Application

- Collaborated to design and develop a mobile application to connect individuals interested in learning a spoken language.
- Utilized widgets in Flutter to create a form that validates user input using Regex.
- Created a user inbox UI for users to chat and interact with other users.

Attendance App | Java | XML | Android Studio | Git | School Attendance Application

- Led a team of 5 in development of an android application that signs students into courses with their school card.
- Utilized Bluetooth to connect and receive/send data to a desktop application storing student information.
- Planned and developed the frontend of the application using XML documents.
- Tested and debugged the Bluetooth feature using pair-programming.

CPU and Memory Interaction | C++ | UNIX | Simulation

- Produced 30+ instructions for the CPU to recognize and execute.
- Implemented advanced concepts such as branching to instructions, memory management, and context switching.
- Employed the use of forking into 2 processes and working with 2 pipes for the CPU and memory to synchronize.

Ville | C# | Unity | Single-Player Platforming Game

- Designed with a team of 3 an action game where the player moves through the environment while defeating enemies.
- Utilized C# to develop the main character's movement and health system.
- Used AI to create NPC behavior, including idling, moving, and attacking.

Honors/Awards

- UTD Dean's List: Recognized as the top 10% of all undergraduates in Fall 2019, Fall 2020, and Spring 2022.
- UTD Academic Excellence Scholarship: Exceptional Academic Achievement.
- National Hispanic Scholar: Recognized by the National Hispanic Recognition Program (NHRP) in Fall 2018.