Lizeth Valdovinos Rodriguez

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EDUCATION

California State University, Long Beach B.S in Computer Science

EXPERIENCE

2024 Summer Fellowship - Camp Counselor

Girls Make Games

June 2024 - July 2024

Graduation: Dec 2024

• Mentored students in game development using Construct 3, leading teams through the game development process and project milestones.

Graphic Designer & Programming Officer

Video Game Development Association (VGDA), CSULB

September 2023 - Current

- Led workshops on Unity and game mechanics; organized events to enhance members' technical skills.
- Designed promotional materials, increasing event participation.

Graphic Design Lead

Women in Computing (WIC), CSULB

September 2023 - Current

• Assisting in creating creative detail-oriented designs to enhance and promote the club's events and materials.

Volunteer Mentor

St. Joseph Catholic Church, Hawthorne, CA

September 2018 - October 2022

- Assisted and taught in the Religious Education Program classes of over 60 high school students.
- Led and organized weekly meetings and activities in the Youth Group Program.

COMPUTER SKILLS

- Languages: Java, Python, C++, C#, HTML, CSS, JavaScript
- Tools: Git, GitHub, Unity, Godot, Construct 3, Visual Studio Code

PROJECTS

- <u>HangoGo</u> (Python, JavaScript, HTML, CSS): Designed and built a web app with a team of 4 that utilizes AI for personalized hangout recommendations, using Google Places API.
- Invasion of the Alilackies! (Unity): Used Unity and worked as an enemy programmer in a team of 8 people to create a Doom Shooter-style game.
- **Ribbit Runners (Godot):** Developed a 2D multiplayer platformer with a partner, using client-server architecture for a class project.
- <u>Drip Period Predictor</u> (HTML, CSS, Javascript): Developed a period predictor for a hackathon, winning first place by accurately forecasting menstrual cycles based on user input.

LICENSES & CERTIFICATIONS