# Lizeth Valdovinos Rodriguez

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## EDUCATION

*California State University, Long Beach*
*B.S • **Computer Science***                                                      *Aug 2020 - Dec 2024*

## EXPERIENCE

***Camp Counselor***                                                              *Jun 2024 - Jul 2024*
*Girls Make Games, 2024 Summer Fellowship, Remote*

- Mentored students in game development using Construct 3, leading teams through the game development process and project milestones, enhancing their technical skills.
- Taught Construct 3 fundamentals through one-on-one teaching, ensuring students' understanding and application of game mechanics.

***Graphic Designer & Programming Officer***                                       *Sep 2023 - Dec 2024*
*Video Game Development Association (VGDA, CSULB), Long Beach, CA*

- Led workshops on Unity, Godot, and game mechanics, enhancing members' technical skills and understanding of game development.
- Organized and executed events, increasing member participation by 30% through strategic planning and promotional efforts.
- Designed promotional materials, boosting event attendance and engagement by 60%.

***Graphic Design Lead***                                                          *Sep 2023 - Dec 2024*
*Women in Computing (WIC, CSULB), Long Beach, CA*

- Created creative, detail-oriented designs to enhance and promote club events on social media, increasing event attendance.
- Led a team to design the website and merchandise for the yearly student hackathon event 'MarinaHacks', improving user engagement by 60%.

## PROJECTS

- ***HangoGo (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.
- ***Drip - Period Predictor (HTML, CSS, Javascript):*** Developed a period predictor for a hackathon, winning first place by accurately forecasting menstrual cycles based on user input.

## LICENSES & CERTIFICATIONS

***Technical Support Fundamentals***
*Coursera • 7A4SBLNLK72A • Issued Aug 2022*

## SKILLS

Java • Python • C++ • C# • HTML • CSS • JavaScript • Git • GitHub • Unity • Godot