Mariah Salgado

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EDUCATION

California State University, Fullerton | College of Engineering and Computer Science *Bachelor of Science in Computer Science* | GPA: 3.0/4.0

Fullerton, California

• **Relevant Coursework:** Data Structures and Algorithms, Database Systems, Operating Systems, Software Engineering, Machine Learning, Game Development, Cybersecurity

TECHNICAL SKILLS PERSONAL PROJECTS

Programing Language: Python, C++, JS, HTML, CSS, JavaScript, React

Developer Tools: Visual Studio Code, MySQL, Github

PERSONAL PROJECTS

PAC-MAN

- Developed a Pacman game using Python with classic gameplay mechanics.
- Collaborated with a team to design and develop the game, improving teamwork, communication, and problem-solving skills.
- Added sound effects and visual feedback for an immersive experience.
- Improved programming skills, game mechanics understanding, teamwork, project management, and testing/debugging techniques.

BANKING WEB APP

- Built a full-stack banking application as part of a software development course, focusing on front-end development.
- Integrated functionalities like account creation, login/logout, and real-time transaction tracking using open-source databases (e.g., MySQL).
- Hosted the application on a Linux server and automated deployment using shell scripting.

AI-POWERED TRAFFIC MANAGEMENT SYSTEM

- Developed a prototype system to optimize city traffic flow using predictive AI algorithms.
- Designed and implemented core functionality to analyze traffic patterns and suggest real-time route optimizations.
- Conducted experiments and analyzed data to evaluate the system's effectiveness in reducing congestion.

TECHNICAL EXPERIENCE

Part-time Job | UVeriTech Glendora, California

June 2024- August 2024

- Worked exclusively on the front-end team, developing and maintaining user interfaces using React.js.
- Collaborated with designers and team members to implement responsive and user-friendly web components.
- Optimized web pages for maximum speed and scalability.
- Gained experience in integrating APIs and managing state using React libraries (e.g., Redux or Context API, if applicable).
- Participated in code reviews and contributed to maintaining clean, modular, and reusable codebases.