ROSSELEEN NUNEZ

Computer Science Undergraduate Student

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COURSE WORK

Fundamentals of Programming

Object-Oriented Programming

Data Structures and Algorithms

Web Developer BootCamp

Discrete Mathematics

ACHIEVEMENTS

2019-Present: **NYS Science, Technology, Engineering and Mathematics Incentive Scholarship**
2019-Present: **Suffolk County Community College's Dean List**
2020: **Maitland Mascarenhas Scholarship**
2019: **The Dean Afshar STEM and Career Technical Education Scholarship-Continuing Student**
2021: **Phi Theta Kappa Member**
2021: **SWE-Society of Woman Engineers Member**

LANGUAGES

Proficient: **Java**

Previous Experience: **HTML, CSS, JavaScript**

OBJECTIVE

To gain an internship opportunity that will allow me to utilize my problem solving, technical, and mathematical skills to further develop my abilities in the field of computer science and obtain hands on experience.

EXPERIENCE

Customer Representative | Nettel USA

📅 Sep 2018 – Dec 2018
📍 Farmingdale, NY

- Combine patience, determination, and persistence to troubleshoot client issues
- Competitive attitude, skilled at evaluation options and generating solutions

Honor's Member | SCCC Honors Program

📅 Sep 2019 – Present
📍 Selden, NY

- An enrichment program for academically talented and highly motivated students designed to augment and complement a student's program of study
- Suffolk's Honors Program has been preparing students to pursue their academic and career ambitions

EDUCATION

Computer Science Associates Degree | Suffolk County Community College

📅 Sep 2019 – Present
📍 Selden, New York

- GPA: 4.0

Regents Diploma | North Babylon High School

📅 June 2019
📍 North Babylon, New York

- GPA: 4.0

PROJECTS

College Editor Application |

📅 May 2019

- Accomplished a GUI Application that allows the user to collect and store college courses, textbooks, classes and student information using Java
- GUI is created through JavaFX on Eclipse IDE

Library Application | :github:

📅 Dec 2020

- GUI Application made with Java utilizing data structures to collect, store, search and remove data
- The GUI was constructed through SceneBuilder, and the Library Application allows the user to create an account, with a unique username, and to check in/check out books

Hiking Tracker Application | :github:

📅 February 2021

- GUI Application made with Java utilizing data structures to collect, store, search and remove data with the MVC format
- The GUI was constructed through SceneBuilder, and the Hiking Tracker Application allows the user to create an account, with a unique username, and to search for trails to start and complete

📅 Dec 2020