**REbecca j. Smith**

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**EDUCATION**

**University of Illinois at Urbana-Champaign** Expected May 2024 *Bachelor of Science in Computer Science* GPA: 3.20/4.00

**Related Coursework:**

Software Design Studio Data Structures Computer Systems Engineering Artificial Intelligence

**TECHNICAL SKILLS**

**Programming Languages:** Java, C, C++, Python

**Frameworks/Tools:** Cinder, Git

**Spoken Languages:** Mandarin and English

**WORK EXPERIENCE**

**Innovation Leadership and Engineering Entrepreneurship** Champaign, IL

*Teacher’s Assistant*August 2022 – Present

* Conduct class discussions and sessions throughout semester and instruct up to 30 students
* Train and mentor new teacher’s assistants
* Grade all weekly assignments and provide feedback to students through Canvas
* Develop lesson plans and assignments with Professor

**Caterpillar**  Chicago, IL

*Software Engineer Intern* May 2022 – Aug 2022

* Collaborated with senior engineers to develop and design web applications using JavaScript
* Provided assistance to the engineering team to develop three new software projects
* Attained experience debugging and testing software for accuracy

**PROJECT HIGHLIGHTS**

**Snake Game (C++)** January 2021 – May 2021

* Created a modified snake game with various levels of difficulty using the Cinder library
* Generated thorough test-cases to ensure proper functionality of the code

**Courseable Application (Java)** August 2020 – December 2020

* Implemented an Android application that listed every Computer Science course
* Created a system that allowed users to give each Computer Science course a ranking

**EXTRACURRICULAR ACTIVITIES & LEADERSHIP**

**Robotics Competition Team** Urbana-Champaign, IL

*Strategy Captain*January 2019 - June 2019

* Orchestrated development of electronic scouting system, including iOS/Android apps to track data
* Programmed JavaScript-based data analysis tools to interface with web-based spreadsheets
* Developed quantitative frameworks to govern game strategy processes
* Organized kickoff event and led game strategy analysis for team of 80+ members