

# REBECCA J. SMITH

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## EDUCATION

**University of Illinois at Urbana-Champaign**  
*Bachelor of Science in Computer Science*

Expected May 2024  
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**  
*Teacher's Assistant*

Champaign, IL  
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**

*Software Engineer Intern*

Chicago, IL  
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**

*Strategy Captain*

Urbana-Champaign, IL  
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