

Taina Malave

[LinkedIn](#) | (845) 637-4836 | Taina.Malave@gmail.com

EDUCATION

State University of New York at New Paltz

New Paltz, NY

Bachelor of Science in Computer Science

May 2021

- **Coursework Completed:** Object Oriented Programming, Data Structures, Assembly Language, Discrete Mathematics, Software Engineering, Advanced Programming Concepts, Problem Solving and Programming Concepts

RELEVANT EXPERIENCE

COVID-19 Tracker

Frontend Engineer

May 2021

- Built a COVID-19 Tracker with React and Material UI.
- Allows the user to see the numbers of confirmed COVID-19 cases, recoveries and deaths globally. Along with individual stats and charts based on the country that they select.

Benjamin Center for Public Policy Initiatives at SUNY New Paltz

New Paltz, NY

Software Engineer Intern

January 2021 - May 2021

- Designed and developed an inventory and information system (see project below) that is utilized everyday by a local fire department to keep track of inventory and personnel.
- Assisted in applying computer science to assist under-resourced local governments to operate more efficiently.

St. Remy Inventory and Information System

Full-Stack Engineer

January 2021 - May 2021

- Built a full stack web application to help the St. Remy Fire Department keep track of their inventory and personnel more easily, allowing them to search based on category and QR code
- Designed the wireframes, mockups and a working prototype with Figma and coded the web application in HTML/CSS, JavaScript, Flask and Python and hosted on a Raspberry Pi.

GameStop

New Paltz, NY

Senior Game Advisor

December 2018 - January 2020

- Analyzed past performance and company priorities to develop team KPIs.
- Understood customer needs to recommend ideal products.
- Proactively organized community events to drive engagement and promote the store.
- Communicate with executives to understand company goals and performance in order to develop company strategies.

Flip

iOS Developer and Team Lead

April 2016 - January 2017

- Created the initial concept for a consumer smart-home device that allowed college students to control the lights inside their dorm room without any electrical rewiring.
- Performed research, formed a team, and worked to implement proof-of-concept including an iOS application and working prototype of the smart-home device.
- Worked with the JWU Entrepreneurship Center on creating marketing and pitch plans.
- Team was a finalist in the final round of JWU's SharkFest competition.

ACTIVITIES

Women in Technology

Providence, RI

President

April 2016 - January 2017

- Organized meetings, events, fundraisers, and workshops for the whole campus to participate in.
- Held weekly meetings with the members in order to work on club project ideas and bring our ideas to life.
- Held workshops to help increase the skills of each member and get people outside of the club interested in STEM.

Sharkfest

Providence, RI

Finalist

February 2016 - April 2016

- Entrepreneurship contest where students compete for seed money and venture support.
- Got selected to be one of the seven finalists out of all four Johnson and Wales campuses.
- Consistently developed our prototype and application, while working on our marketing research.
- Won \$3,500 for the project through a fund the university offered.

SKILLS

Languages: Python, Javascript, HTML, CSS, React, Flask, SQL, MongoDB, Git