**EDUCATION**

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| **University of California Irvine**, CA  B.S Applied Mathematics | June 2016 |

* Computer Science minor
* GPA: 3.3
* Relevant Coursework: Data Structures Implementation and Analysis, Graph Algorithms

Programming with Software Libraries, Design and Analysis of Algorithms

**EXPERIENCE**

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| **UCI Division of Continuing Education**  *Full Stack Web Development Bootcamp* | June 2017 - Present |

Part-time coding boot camp

* Teamed with 3 people to create a project using GitHub, Google Firebase
* Utilized Bootstrap Framework to create front-end websites
* Programmed multiple applications using JQuery, API calls and NodeJs
* Utilized NodeJs, MySQL to develop backend applications
* Read multiple online documentation to better understand libraries

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| **ALEKS Corporation,** Irvine, CA  *QA Specialist* | Nov 2016 - Present |

Quality Assurance Specialist doing black box testing on ALEKS

* Performed manual tests on platform
* Worked in an agile team consisting of 7 people using scrum
* Wrote test cases for tasks performed during each sprint
* Utilized JIRA and Confluence during sprint to document and finish sprints

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| **Game Jam,** Video Game Development Club, Irvine, CA  *Competitor* | April 2015 |

Weekend Competition held at University of California, Irvine

* Participated in weekend competition held at University of California, Irvine
* Teamed with 4 other students tasked to create a game with theme of randomness
* Worked with preexisting code (about 3000 lines) to modify the game
* Programmed side scrolling game mechanics by adding voice audio and jump mechanics

**SKILLS**

* Computer Languages: Javascript/JQuery, Node/Express JS, HTML, CSS, C++, Python, Java
* Software/Tools: Selenium, Maven, TestNg, Eclipse, Sublime