

Alexia Colmenero

acolmenero@berkeley.edu | 6194088300

alexiacolmenero.com | github.com/alexia3 | linkedin.com/in/alexia-c-71214212a

TARGET

I am looking for a software engineering intern positions in 2019 summer.

EDUCATION

UC BERKELEY

Computer Science, College of Letters and Science | Expected grad 2021 | Berkeley, CA

COURSEWORK

UNDERGRADUATE

CS 70: Discrete Mathematics and Probability Theory (Spring 2019)

CS 61B: Data Structures (Fall 2018)(A)

CS 198-087: Introduction to Mathematical Thinking (Fall 2018)

CS 61A: Structure and Interpretation of Computer Programs (Spring 2017)

Math 1B Equivalent (Berkeley City College): Calculus II (Summer 2018)

Math 1A: Calculus I (Spring 2017)

SKILLS

Languages

Java, Python, C++, C#, SQL, HTML/CSS, PHP

Tools/Apps

Git, LaTeX, Microsoft Suite, Adobe Suite

Experience

CS198-087 Teachers Assistant - Present

- Created assignments and quizzes for enrolled students requiring a deep understanding of the topics
- Held office hours for students who may have extra questions

CS61B & CS61A Academic Intern - Present

- Assisting current students with projects and homeworks
- Held office hours for students to attend and ask questions to build understanding of other material

Internship with IDW Publishing - 7 months, 2017

- Appointed to work on HTML/CSS programming project for company email
- Lead project for website database, learning to use PHP and MySQL in the process

Marketing, Outreach & Volunteer Coordination Intern at The Gender Equity Center - Present

- Constructed visuals for recourse center website design
- Worked in a team to design fliers for events in Adobe Photoshop and Illustrator

Projects

Pathway Pursuit (Video Game) - Present

- Video game designed in Unity Engine using C# where you play as a knight who fights evil flying creatures
- Object based programming

Enigma

- Simulated the Enigma Cipher used in World War II.
- Used to encrypt and decrypt many alphabets
- Implemented and tested in Java

Amazons Game and AI

- Created digital Amazons game and GUI
- Implemented AI gameplay mode using gametrees

