

Alexia Colmenero

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Education

University of California, Berkeley

08/2017 – 05/2021

B.A. Computer Science, Minor in Mathematics | GPA (4.0 scale): 3.377

Coursework: Data Structures, Structure and Interpretation of Computer Programs, Introduction to Mathematical Thinking, Calculus I & II

In Progress: Discrete Mathematics and Probability Theory, Linear Algebra and Differential Equations

Skills and Tools

Proficient: Java, Python (including numpy, Jupyter/iPython, pandas), LaTeX, HTML, Git

Familiar: C++, C#, CSS, MySQL, PHP, SQL, Scheme

Experience

#TechProud – Participant

06/2019

- One of 26 attendees selected out of 1000+ applicants to attend a two-day interactive program focused on professional and technical development in computer science including networking, personal branding, resume writing, and coding challenges

UC Berkeley Computer Science Department – Academic Intern

06/2018 - Present

- Currently assisting in Data Structures (CS16B), previously assisted in Structure and Interpretation of Computer Programs (CS61A)
- Host office hours multiple days a week for students to attend and ask questions to build a better understanding of the material
- Focus on assisting students with projects and homework which in turn helps students expand their skill sets and contributes to an effective teaching environment

Introduction to Mathematical Thinking – Student Instructor

01/2019 – 05/2019

- Created assignments and quizzes for introductory [Computer Science and Math course] that were used as in class materials, as well as holding weekly office hours for enrolled students
- Frequently updated course website using HTML and Git

UCB Gender Equity Center – Marketing, Outreach & Volunteer Coordination Intern

08/2018 – Present

- Responsible for constructing visuals to engage students at the university with events and other resources available at The Gender Equity Center
- Work in a team setting in order to manage marketing and outreach aspects of the organization
- Responsible for all social media accounts, including maintaining follower count and interaction

IDW Publishing – Design and Coding Intern

04/2017 – 10/2017

- Appointed to work on HTML/CSS programming project for company email design
- Lead project for website database that allowed for comic book issue lookup using PHP and MySQL
- Worked on comic book editing and scripts which directly contributed to published editions of comics

Projects

- **Pathway Pursuit** (02/2019): Designed video game in Unity Engine using C# where you play as a knight who fights evil flying creatures
- **Amazons** (12/2018): Created digital Amazons game and GUI including AI gameplay mode implementing game trees
- **Enigma** (10/2018): Simulated the Enigma Cipher used in World War II to encrypt and decrypt many alphabets built in Java