Adriana Gutierrez *(she/her)*

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https://adrianajg.github.io/personal-portfolio-site/

Full-stack software engineer with a background in chemistry and education.

TECHNICAL SKILLS

- *Programming Languages:* Python, Go, Javascript, HTML/CSS, SQL
- *Libraries and Web Frameworks:* React, Flask, Django, Axios, Konva
- *Database Applications:* PostgreSQL
- *Tools:* Jira, Git, GitHub
- *Methodologies:* Functional Programming, OO Design, Test-Driven Development

TECHNICAL EXPERIENCE

Google (provided by Adecco staffing), *Software Engineer Intern* *Sept 2022 – Present (Feb 2023)*

- Collaborate with Google Go Cloud Client Libraries team to update and maintain Generated API Client libraries in Go language for Google APIs.
- Create a new post-processor to update 120+ open source client libraries used by >58k users in order to migrate to a new code generation pipeline using an internal GitHub automation bot, OwlBot.

Ada Developers Academy, *Student Software Developer* *Jan 2022 – Present (Feb 2023)*

- Competitive (~10% admission rate), 1-year educational program for full-stack software development using Python, Flask, SQL, CSS/HTML, JavaScript, and React.
- Over 1000 hours of education, including completion of problem sets and projects.
- Completed 10 front-end, back-end, and full-stack projects in both solo, pair, and team settings.

MIT Program in Computational Thinking, *Student Software Developer* *Jan 2021 – May 2021*

- Earned certificate with final scores of 99% in *Introduction to Computer Science and Programming Using Python* and 94% in *Introduction to Computational Thinking and Data Science.*
- Covered simple algorithms, testing and debugging, data structures, plotting with the pylab package, stochastic programming, statistical thinking, Monte Carlo simulations, and more.

PROJECTS

Ada Developers Academy Capstone Project, *Lewis Structures Drawing Game* – www.Purseev.com

- Project lead and developer on a team of 4 to create a React app: the first online tool that provides immediate scoring of free-drawn Lewis Structures.
- Used Jira to plan week-long sprints, assign tasks, add and resolve bugs, and track progress.
- Coded most of the game logic, including drag-and-drop bonds, atom rotation, submission scoring, and structure validation.
- Created a Google Form survey for current chemistry teachers to give feedback on a draft version of the game. We used feedback from 6 responses to drive development of features, including making bonds draggable, atoms rotatable, and student feedback messages more salient.

OTHER EXPERIENCE

Vance High School / Teach for America, *Chemistry Teacher* Charlotte, *Aug 2020-Dec 2021*

- Used Scratch - MIT to code 9 games used by over 150 students to receive immediate feedback in both virtual and in-person settings. (See games at https://scratch.mit.edu/users/ScienceWithAdriana/)
- Implemented a flipped virtual classroom and mastery learning model, boosting engagement by 14% and mastery by 34%.

EDUCATION

University of North Carolina at Charlotte, *Bachelor of Arts in Chemistry* Charlotte, *Fall 2019*