Agatha Ta-Goetz
They/Them/Their
Software Engineer • tata@umich.edu • (616) 886-3480

EDUCATION

University of Michigan   **Ann Arbor, MI**
Dual Degree in Computer Science BSE, Dance BFA   *09/2019-04/2023*
GPA: 3.98/4.0, Dean's Honor List
James B. Angell Scholar
Awarded Craig Jon Kutinsky Scholarship and The Ailey School Full Scholarship

RELEVANT COURSEWORK

Current Coursework
> **EECS 498: Augmented & Virtual Realities, Multidisciplinary Design Experience**

Previous Coursework
EECS 482: Operating Systems
- Projects in File Server Management, Memory Management, and Multithreaded Programming

EECS 481: Software Engineering
- Projects in Mutation Testing, Delta Debugging, and Open Source Contribution

EECS 376: Computer Science Theory
- Practice in Complexity Theory and Turing Machines

EECS 281: Data Structures and Algorithms
- Projects in Graph Theory Algorithms, Asymptotic Complexities, and Dynamic Programming

MATH 465: Combinatorics
- Practice in Combinatorics & Graph Theory

WORK EXPERIENCE

Fun Girl Dance Company   **Ypsilanti, MI**
Company Artist   *09/2021 -*
- Selected as a paid dancer for the 2021-2022 and 2022-2023 performance seasons

Arts in Color: *A World Beyond*   **Ann Arbor, MI**
Performer   *09/2019 - 11/2019*
- Hired to collaborate and dance in annual show
- Performance promoted equity and social justice to Ann Arbor community, sparking change to the local social climate

The Ailey School   **New York, NY**
Assistant Dance Instructor   *09/2017 - 04/2019*
- Hired under work study as instructor for the Ailey School, premiere modern dance company and cultural ambassador
- Taught modern dance technique to high potential young dancers

EXTRACURRICULAR ACTIVITIES

Tau Beta Pi Engineering Honor Society   **Ann Arbor, MI**
Member   *09/2020 -*
- Selected as a member for being in top 5% of engineering students at the University
- Coordinated service events for local community including K-12 tutoring and youth outreach
  - Engaged precollegiate students in engineering through projects based on circuitry, coding, and product design
  - Hosted a panel discussion for prospective engineering students, sharing insights on what to learn first

SKILLS

Languages: Spanish (Fluent)
Computer Languages: C++, Java, Python, HTML, CSS, JS
Engines: Unreal Engine, Unity