

# Amelie Gomez

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## EDUCATION

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**California State University, Fullerton**  
*Bachelor of Science, Computer Science*

*Fullerton, California*  
Expected Graduation: December 2024

**Related Coursework:** Introduction to Programming, Object Oriented Programming, Data Structures.

## SKILLS

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- **Programming Languages:** Python, C++, JavaScript.
  - **Frameworks/Web Development:** HTML, CSS, SQL.
  - **Tools/Others:** Git, Visual Studio, Linux.

## WORK EXPERIENCE

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**Meta, Intern**

July 2022

*Career Insights Program | Remote Location*

- Collaborated in groups to analyze different solutions on how to attract younger audiences to Facebook's site platform.
- Presented ideas to Meta employees.
- Introduced to software used at Meta and machine learning methods.

## PROJECTS

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**Portfolio**

May 2021- Present

- <https://agrnerd17.github.io/ameliegomez/>
- Personal website built using mostly HTML, CSS, and some JavaScript.
- Designed to display personal/school projects linked to GitHub account.

**Roblox Studio Game**

August 2022 - Present

- Video Game Development Club project involving modeling and scripting for game objects.
- Customized UI for players and developing animations for characters.
- Debugged and delivered necessary programs for the game.

## CLUBS/ACTIVITIES

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**Data Science and Machine Learning (DSML)**

February 2022 - Present

*Active Member*

- Participated in remote workshops and lectures.
- Learned about machine learning and deep learning methods.

**Video Game Development Club (VGDC)**

August 2022 - Present

*Programming Team Member*

- Applied to become a part of the programming team and tasked to create a Roblox game.
- Worked with team members throughout the semester and made progress with game development.
- Completed first phase of game development.