




ALENIS CHAVARRIA

MOBILE APP DEVELOPER

CONTACT

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EDUCATION

Masters of Science in Computer Science 4.00 University of Texas Rio Grande Valley

January 2024 - December 2026
Coursework: Advanced Data Structures, AI Topics in Image Processing

Bachelors of Science in Computer Science 3.44 University of Texas Rio Grande Valley

August 2020 - December 2023
Coursework: Software Engineering, Algorithms & Data Structures, Automata, Web Development, Database Design & Implementation, Robotics Programming

Associates of Arts in Interdisciplinary Studies 3.53 South Texas College

January 2017 - May 2020
Coursework: Principles of Information Technology, Business Information Management

SKILLS

Technical

Programming

Python, C++, Dart, Javascript, HTML, CSS, React, HTML,
Ruby on Rails, Flutter

Activities

Frontera Devs, National Society of Leadership and Success, Women in STEM

Spoken Languages

Native: English , Fluent: Spanish

Key


- Leadership
- Team Player
- Resilient
- Problem-Solving
- Continuous Learning
- Adaptable
- Growth Mindset
- Emotional Intelligence
- Analytical Thinking
- Creativity


ACHIEVEMENTS

- Dean's List Fall 2023
- Dean's List Spring 2022
- Microsoft Office Specialist: Microsoft Word 2016
- Microsoft Office Specialist: Microsoft Powerpoint 2016

REFERENCE

Ms. Divya Bajaj

 956-665-2320

 divya.bajaj@utrgv.edu

EXPERIENCE

Hack Research 2023 Fall 2023

- participated in a 24-hour Hack Research event at UTRGV
- collaborated with a team to write a paper titled "Kirby's Ride into PSPACE"

Workshop: Navigating Tech Spring 2024 Certifications & Portfolios

- hosted a workshop through Frontera Devs, a student organization I'm a member of
- collaborated with another Frontera Devs member and a guest speaker to inform the audience of valuable certifications and how to structure portfolios

PROJECTS

Listen Later (Mobile) Fall 2023

- developing a mobile application
- using Flutter(Dart) for the Backend/Frontend
- for user to add and save songs, albums, and artists he or she wants to listen to later

Focus: A Study App (Mobile) Fall 2023

- developed a mobile application with a team
- used Flutter(Dart) for the Backend/Frontend and Firebase for the Database
- for students to create, save, and work on tasks while using a specific study method, comprised of a study-time interval and a break-time interval

Hangman: Test-Driven Spring 2023 Development (Mobile)

- developed a web application
- used Ruby on Rails
- for user to play Hangman