

Amanda Helena Alfaro
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EDUCATION

Louisiana State University – Baton Rouge, LA May 2017
B.S. Computer Science Minor: Information Technology Management
Major GPA: 3.04

TECHNICAL SKILLS

- Programming Experience: Java, JavaScript, HTML, CSS, C#, SQL
- Relevant Coursework: Data Structures and Algorithms, Discrete Structures, Programming in Digital Media, Computer Organization and Design, Object Oriented Design, Software Systems Development, Project Management

EXPERIENCE

Applications Developer Intern August 2016 - Present

- Works within a Scrum team, maintaining .Net applications. such as C#, MVVM, WPF, Visual Studios, SQL Server, TFS
- Works with Quality Assurance to test software
- Reports problems with software through an online collaboration dashboard that other Scrum team members can access

LSU College of Engineering Ambassador February 2016 - May 2016

- Attend recruiting events for the College of Engineering at LSU
- Conduct Tiger Calls to prospective students

Women in Computer Science Game Jam November 2015

- Designed and implemented a video game within a 48 hour period with a group of other programmers and artists
- Collaborated and communicated with other team members to achieve our vision

Tiger Mania - Assistant Manager August 2013 – Present

- Supervise staff to make sure all tasks are completed
- Interview and train new employees including on-duty managers and part-time sales associates

RELEVANT WORK

Personal Website: <http://girlwhocodesandstuff.com/>

Github: <https://github.com/amandaalfaro>

Disaster Reactor Spring 2016

- Designed and helped create ideas for the graphical user interface
- Organized and planned the group meetings to ensure each meeting had an important purpose
- Produced necessary documentation such as; Project Management Documentation(including Gantt Charts, Software Process Model, etc), Software Requirements Specifications, Software Design Document and the Software Testing Document

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- Implemented HTML, CSS, and JavaScript to create a website that easily plans out all of the classes needed for each semester
- Collected user stories to enhance the user experience within our application

Who's That Pokemon? Spring 2015

- Designed and implemented a simple game for my 'Programming in Digital Media' course using Java and Arduino for hardware purposes.

AFFILIATIONS AND AWARDS

- Grace Hopper Scholar July 2016
- Women in Computer Science (WICS) Membership Officer April 2015– Present
- Society of Hispanic Professional Engineers August 2016-Present
- Association for Computing Machinery (ACM) Member Spring 2013 – Present
- Grace Hopper Conference Awardee October 2015
- Computer Science Scholarship Recipient from the College of Engineering at LSU October 2015

VOLUNTEER WORK

- American Red Cross - assisted the Disaster Relief team during a natural disaster that took place in Baton Rouge
- St. Vincent de Paul Soup Kitchen - served food to local families in need