

**Amanda Helena Alfaro**  
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## **EDUCATION**

**Louisiana State University** – Baton Rouge, LA May 2017  
B.S. Computer Science Minor: Information Technology Management  
Cumulative GPA: 2.92 Major GPA: 3.14  
**Baton Rouge Magnet High School** – Baton Rouge, LA Completed: May 2013

## **TECHNICAL SKILLS**

- Programming Experience: Java, Web Development
- Relevant Coursework: Data Structures and Algorithms, Discrete Structures, Programming in Digital Media, Computer Organization and Design, Object Oriented Design, Software Systems Development

## **RELEVANT WORK**

**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

**geauxSchedule** Fall 2015

- Implemented HTML, CSS, and JavaScript to create a website that easily plans out all of the classes needed for each semester

**Lucid Dream** Fall 2015

- Designed a point and click game during a 48 hour Game Jam
- Programmed using the game engine GameMaker

**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**

- STEM Women of Color Initiative January 2016
- Grace Hopper Conference Awardee October 2015
- Computer Science Scholarship Recipient from the College of Engineering at LSU October 2015
- Association for Computing Machinery (ACM) Member Spring 2013 – Present
- Women in Computer Science (WICS) Membership Officer April 2015– Present

## **EXPERIENCE**

**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 well with a group 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
- Call in on district conference calls to discuss sales numbers and store goals for the upcoming week

## **VOLUNTEER WORK**

- St. Vincent de Paul Soup Kitchen - served food to local families in need
- WICS Game Jam - organized and promoted for the WICS first Game Jam