ARLENE SAGAOINIT

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Portfolio Website: https://arlene-s.github.io/arlenesworld/

Education

California State University, San Bernardino (CSUSB) (Aug 2022 – May 2024)
5550 University Pkwy, San Bernardino, CA 92407
BACHELOR OF SCIENCE, COMPUTER SCIENCE, GPA: 3.5
Coursework: Data Structures and Algorithms, Operating Systems, Algorithm Analysis, Artificial Intelligence, Database Systems, Networking and Security, Compilers, Computer Engineering Design, Embedded Systems

Riverside Community College (RCC) (June 2020 – June 2022)
4800 Magnolia Ave, Riverside, CA 92506
Computer Science
Coursework: Programing Concepts 1&2: C++, Web Page Creation, Computer Architecture

Washington State University (WSU) (Aug 2018 – May 2020)
255 E Main St, Pullman WA 99163
Physics and Engineering
Coursework: Intro to Python Programming

Certificates

Bachelor of Science, Computer Science (May 2024)
National Society of Leadership and Success (May 2024)
IEEE Inland Empire Data Science Workshop (Nov 2023)

Organizations

National Society of Leadership and Success, Honor Society (Sep 2023 – present)
Cyber Intelligence and Security Organization (Feb 2023 – present)
Women in Cyber Security (Feb 2023 – present)
Women in Engineering (Feb 2023 – present)

Experience

Student Assistant | CSUSB Theatre Department (March 2023 – present)
5550 University Pkwy, San Bernardino, CA 92407

As a student assistant for the CSUSB Performing Arts Box Office Manager, my responsibilities include assisting customers by phone and in person with ticket orders/purchases and have thorough understanding and knowledge of the department's database and ticketing software. I work as front-of-house manager during productions which involve EFFECTIVE COMMUNICATION with a diverse group of people, making DECISIONS ON THE FLY, MULTITASKING, and LEARNING QUICKLY to complete assignments in a TIMELY MANNER. I also manage the department's social media pages by advertising productions, events,

workshops, and panels using creative content that has so far increased the following count by 50%.

Tech Support Intern | Optiva IT (Sep 2021 – Dec 2021)
222 N Mountain Ave #103-A, Upland, CA 91786

While interning for information technology services at Optiva IT, I primarily collaborated with the company's elementary school client, the Allegiance STEAM Academy in Chino, California. I was responsible for administering over 100 chrome books to classrooms, performing initial set ups of the chrome books and newly installed smartboards, and registering faculty devices to printers and scanners. I demonstrated CLOSE ATTENTION TO DETAIL and leveraged FAST PROBLEM-SOLVING skills to efficiently troubleshoot software and hardware issues with chrome books and other devices in sufficient time. I also employed INITIATIVE and applied LEADERSHIP by providing guidance to staff and students in operating the school's digital learning platforms: Google Classroom and Discovery Ed.

Store Manager | Papa John's Pizza (Jun 2020 – Feb 2022)
3850 Chicago Ave, Riverside CA 92507

As a former manager at Papa John's my responsibilities included delegating tasks to employees, setting clear expectations, and resolving various problems such as customer complaints, understaffing, or low inventory. Some skills I developed as a fast-food manager are EFFICIENT TASK MANAGEMENT, ADEPT PROBLEM-SOLVING, and TEAM LEADERSHIP. My primary responsibility was coordinating PRODUCTIVE workflows among the team, ensuring that each member knew their obligations. I learned that this responsibility was vital to maintaining the fast-paced nature of the business, guaranteeing that orders are taken, prepared, and served promptly. Moreover, problem-solving has played a crucial role in resolving issues that arise during shifts such as unexpected rushes. I've refined the ability to stay calm under pressure, finding solutions that maintain both CUSTOMER SATISFACTION and TEAM MORALE.

Skills

Languages: PYTHON, C++, HTML/CSS, R, JAVASCRIPT, VERILOG, SQL
Applications: VSCODE, VIVADO, GITHUB, MICROSOFT WORD, TEAMS, EXCEL, MYSQL

Projects

Personal Projects

Snake Game | **HTML, CSS, JAVASCRIPT** (Jan 2024)
https://arlene-s.github.io/Snake_Game/

A simple retro styled snake game developed with languages HTML, CSS, and JavaScript and published using GitHub pages. I did not learn JavaScript in my classes and so I took the initiative to learn it on my own by creating this snake game. The most challenging part was applying recursion to give off the illusion of the snake moving when the tiles were being added in one direction at the same time the tiles at the tail end were being removed.

Duck-Hunt Game | **PYTHON-PYGAME** (Nov 2023)
https://drive.google.com/uc?export=download&id=1G41_FQ5JcF8qJSJ67t2TUTkyet_A5S8P

A classic carnival/arcade style shooting gallery game. Click on the link to download the zip file, unzip, and run the executable file called main to try the game out. The objective is to shoot the moving objects on the screen with your mouse. There are 3 different playing modes and levels of difficulty. The game is developed in python using the pygame library for multimedia applications. This game was the most fun to make and play.

ML Model - California Housing Prices | **PYTHON-SKLEARN** (Nov 2023)

Developed a MACHINE LEARNING model in python using the sklearn library that predicts housing prices in California with 80% and above accuracy. The dataset for California housing prices with over 20,000 records was taken from Kaggle that included statistics such as age, total rooms, ocean proximity, etc. and the target variable being the median house value. The program explores the dataset, preprocesses and engineers custom features, trains a model, and evaluates its performance. The models used were linear regression and random forest regressor with hyperparameter tuning.

Portfolio Website | **HTML, CSS, JAVASCRIPT** (July 2023 - Aug 2023)
https://arlene-s.github.io/arlenesworld/

A professional portfolio website about me developed using HTML, CSS, and JavaScript. Portfolio contains my timeline starting at my first college up to present day, GitHub links to all the personal and school projects that I have done since my first programming class, links to certificates and awards, and a working contact form that sends directly to my personal email. I have implemented animations, light/dark theme toggle, and media queries.

School Projects

Student Information Database | **SQL, C#** (April 2024)

Colleagues and I developed a student database where enrolled students can log in, add/drop classes, update their personal information, and log out. My part involved front and backend, I created a separate page for the student to view their personal information as well as change it and utilize SQL queries on MYSQL to update and store the new information.

Toyshell | **C++** (Jan 2023)

The project assignment was done in the operating systems course taken at CSUSB. This program replicates a SHELL by creating a toyshell with custom commands meant to be identical to the built-in commands found in the greater shell. Starting from sample code provided by the professor, the following functions were amended to the toy shell: cd, stop, help, newnames, setterminator, listnewnames, savenewnames, readnewnames, and setshellname.

BlackJack Card Game | **C++ & PYTHON** (Aug 2020 - Dec 2020)

This project assignment was done in the first C++ class I took at RCC. I Implemented a simple text-based card game using object-oriented programming in C++ language. Created first in C++ and recreated and cleaned up with python.