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)
Bachelor of Science, Computer Science, GPA: 3.5
Relevant Coursework: Data Structures and Algorithms, Operating Systems, Algorithm Analysis, Parallel Algorithms and Programming, Digital Logic, Statistics with Applications, Artificial Intelligence, Database Systems, Networking and Security, Compilers, Embedded Systems, Computer Engineering Design, Software Engineering Principles

Riverside City College (RCC) (June 2020 – June 2022)
Studied Computer Science
Relevant Coursework: Programing Concepts 1&2: C++, Web Page Creation, Computer Architecture

Washington State University (WSU) (Aug 2018 – May 2020)
Studied Physics and Engineering
Relevant Coursework: Calculus 1&2, Linear Algebra, Intro to Python Programming

CERTIFICATES

Google Cybersecurity Professional Certificate (Nov 2024)
Google IT Support Professional Certificate (In progress)
National Society of Leadership and Success (NSLS) – Foundations of Leadership (May 2024)

ORGANIZATIONS

National Society of Leadership and Success (Sep 2023 – Present)
Cyber Intelligence and Security Organization (Feb 2023 – May 2024)
Women in Cyber Security, Women in Engineering (Feb 2023 – May 2024)

SKILLS

Programming Languages: Python, C++, HTML, CSS, JavaScript, SQL

Applications: GitHub, Microsoft Visual Studio Code, Microsoft Word, Microsoft Excel, MySQL

PROJECTS

PERSONAL PROJECTS

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

- Developed a simple retro-styled snake game with responsive design.
- Implemented game mechanics including collision detection and score tracking.

Duck-Hunt Game | **PYTHON-PYGAME** (Nov 2023)

- Created a carnival-style shooting game in Python utilizing the Pygame library
- Designed game logic for target movement and scoring, enhancing user engagement.

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

- Built a machine learning model to predict California housing prices using linear regression and random forest algorithms.
- Conducted data preprocessing and feature engineering to optimize model accuracy, achieving over 80% accuracy.

Portfolio Website | **HTML, CSS, JAVASCRIPT** (July 2023 – Aug 2023)

- Developed a professional portfolio website showcasing projects and professional achievements.
- Implemented a contact form, interactive features such as animations, light/dark theme toggle, and media queries for mobile responsiveness.
- Integrated a contact form that sends emails directly, enhancing communication with visitors.

SCHOOL PROJECTS

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

- Developed a full-stack student database application with colleagues using Windows Form App in Microsoft Visual Studio.
- Enabled students to log in, manage course registrations, and update personal information through a user-friendly interface.

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

- Created a Linux command-line simulator replicating shell commands like cd, cp, ls, cat, mv, and touch.
- Enhanced understanding of operating system concepts and Linux command-line operations.

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

- Developed a text-based Blackjack game using object-oriented programming in C++ and recreated in Python.

EXPERIENCE

Box Office Student Assistant | CSUSB Theatre Department (March 2023 – May 2024)

- Provided help desk support and managed customer interactions by assisting customers and troubleshooting issues with ticket purchases using the department's ticketing software, enhancing user experience and transaction efficiency.
- Performed front-of-house management during productions, leading a team of ushers and ensuring smooth operations.
- Managed department’s social media applications and increased following by 50% through innovative content strategies, boosting event attendance and engagement.

Tech Support Intern | Optiva IT (Sept 2021 – Dec 2021)

- Provided IT support for Allegiance STEAM Academy, including initial setups for smartboards and over 100 Chromebooks.
- Set up and resolved network connectivity issues for printers, scanners, and other faculty devices by applying problem-solving skills and technical expertise.
- Trained and guided staff and students in using digital learning platforms, improving user proficiency and system adoption.

Manager | Papa John’s Pizza (Jun 2020 – Feb 2022)

- Trained and supervised employees by delegating tasks, setting clear expectations, and fostering a positive work environment to ensure smooth operations and excellent customer service.
- Performed inventory control operations, including monitoring stock levels, ensuring accurate ordering, and minimizing shortages or overstock.
- Implemented inventory management strategies, reducing food waste by 10% and contributing to cost savings.