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, 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 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)
NSLS – Foundations of Leadership (May 2024)
IEEE Inland Empire Data Science Workshop (Nov 2023)

ORGANIZATIONS

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

EXPERIENCE

Student Assistant | CSUSB Theatre Department (March 2023 – May 2024)
5550 University Pkwy, San Bernardino, CA 92407

- Managed customer interactions and ticketing using department software, enhancing user experience and transaction efficiency.
- Performed front-of-house management during productions, leading a team of ushers and ensuring smooth operations.
- Increased social media following by 50% through innovative content strategies, boosting event attendance and engagement.

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

- Provided IT support for Allegiance STEAM Academy, including initial setups for smartboards and over 100 Chromebooks.
- Troubleshot software and hardware issues, demonstrating fast problem-solving skills.
- Guided staff and students in using digital learning platforms, improving user proficiency and system adoption.

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

- Delegated tasks to employees, set clear expectations, and resolved various operational issues.
- Implemented inventory management strategies, reducing food waste by 10% and contributing to cost savings.
- Maintained customer satisfaction and team morale through effective conflict resolution and leadership.

SKILLS

Programming Languages: Python (Advanced), C++ (Advanced), HTML & CSS (Intermediate), SQL (Intermediate), JavaScript (Beginner)

Applications: Visual Studio, VS Code, Git, GitHub, Microsoft Word, 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.
- Deployed game on GitHub pages and received positive feedback.

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