

Armica Richelle Quejado

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EDUCATION

B.S. in Computer Engineering

San Jose State University

August 2023

WORK EXPERIENCE

SJSU College Corps - College Corps Fellow

August 2022 - May 2023

- Created comprehensive program kits that enhance learning concepts by developing Scratch programs and curating relevant materials.
- Contributed to the education of elementary grade students in under-served communities by teaching computer science concepts through after school programs.
- Conducted recruitment efforts through tabling events on college campus to effectively engage with prospective members by providing information about the organization's initiatives.
- Participated in team-building activities that strengthened cooperation, communication, and problem-solving skills.

PROJECTS

SJSU Spartan Food Pantry Real-Time Website

February 2023 - August 2023

- Led a team of 2 other developers to create the [Spartan Food Pantry Real-Time Website](#) to access the pantry's inventory.
- Showcased strong leadership and engagement by fostering a collaborative environment within the team.
- Oversaw the team throughout the project, leading meetings that encouraged open communication and idea sharing.
- Skillfully assigned tasks based on each team member's strengths and monitored progress through daily check-ins, ensuring timely progress and delivery but also creating a space for addressing challenges and refining strategies together.
- Utilized Figma to create visually appealing and user-friendly interface designs.
- Transformed static web pages into dynamic, fully-functional experiences using PHP.
- Acquired proficiency in MySQL to seamlessly integrate databases with frontend applications, enhancing overall user interactivity and data-driven functionality.

Pipelined MIPS Processor

February 2023 - May 2023

- Developed an advanced [pipelined MIPS processor](#) using Verilog.
- Conducted thorough testing and successfully presented demonstrable outcomes utilizing the FPGA board.
- Explored and comprehended processor pipelining concepts, gaining valuable insights into its complexities.
- Strengthened proficiency in processor testing and design on FPGA platforms.

Vending Machine - FSM

August 2022

- Built a [vending machine](#) on an FPGA platform using a Finite State Machine (FSM) to serve drinks to customers depositing coins, with implementation in SystemVerilog.
- Integrated a seven-segment display that displayed the total coin value throughout the transaction and switched to 'SODA' when the drink was successfully dispensed
- Designed high-level black box diagrams, low-level structural diagrams, and state diagrams to facilitate a clear understanding of the system architecture and to optimize error handling between team members.

SKILLS

C, C++, Canva, CSS, Figma Software, Git, GitHub, HTML, JavaScript, MIPS, MySQL, PHP, SystemVerilog, Verilog, Vivado Design Suite