

Britney Lopez

Glendale, CA • (818) 714 - 4536 • brit.nicole189@gmail.com

LinkedIn: <https://www.linkedin.com/in/britneynlopez> • GitHub: [blopez98 \(github.com\)](https://github.com/blopez98)

Education & Achievements:

California State University Fullerton - Computer Science

- C++: Object-Oriented Programing

August 2023 - present

University of California Irvine - International Studies: Business - GPA: 3.68

- Python: Introduction to Programing
- Python: Program Software Libraries

September 2022 - June 2023

Pasadena City College - Computer Science & International Business, Minor: Linguistics - GPA: 3.9

- *AS in Engineering and Technology, AA in International Business.*
- *AA in French, AA Linguistics*

August 2019 - December 2022

August 2019 - December 2022

Projects

Space Invaders (Gameboy) 2023:

- Utilized PyGames to create a 2D array with a ship at the bottom of the screen. It shot targets that would shift down while running the game. Worked with a Raspberry Pi to connect to a 3D-printed Gameboy. Wrote a Python script to detect key pressing through pins of Raspberry Pi to trigger an action in the game.

Virtual World Final Project 2022:

- In a virtual world game had to connect all houses and routers to the street and zones of the game, with objects created a calculator and Pig Latin translator that would display on the screen, had objects like cubes create a message available in-game chat, triangle object held a multiplication table, and cone held vowel monster machine that would read message and change consonants to vowels

Python Calculator 2022:

- Created a calculator class and utilized tkinter, defined calculator UI Class for users. It allowed users to input numbers & perform calculations by pressing buttons on the interface. The calculator included basic error handling such as catching division by zero errors with try/except blocks to avoid crashing.

Professional Experience & Leadership Experience

Project Chair, New Member Educator - CSUF Theta Tau - Phi Epsilon

Spring 2023, Fall 2024

- Designed and managed a collaborative engineering project for Theta Tau members, developing a project schedule, rule guidelines, and facilitating check-ins to ensure completion of professional and engineering goals.
- Organized project proposals, budget requests, and presentations, ensuring all projects met chapter requirements, incorporated engineering elements, and were approved by the executive board.
- Led the development and execution of comprehensive onboarding and collaborative engineering projects for Theta Tau, managing new member education, creating project schedules, and organizing presentations to ensure alignment with chapter goals and engineering standards.

Barista, Starbucks (Drive-Thru)

Glendale, CA - April 2021 - July 2022

- Delivered excellent customer service in a fast-paced environment, ensuring a clean and organized workspace.
- Demonstrated strong multitasking and planning skills, maintaining a calm attitude under pressure to provide a positive café experience.

Glendale Unified School District, Glendale Performing Arts Center

Glendale, CA

Student Stage Crew - Nonstudent Crew, Follow Spot Supervisor
2019

Aug 2017 - Present, Aug 2017 - July

- Supervised stage operations, ensuring smooth guest and performer interactions, and maintained a clean, organized environment.
- Trained incoming students, adapting to various learning styles, and ensured adherence to safety regulations.
- Assisted with crowd control and equipment setup for theater and auditorium events.

Skills

- Python, C++, HTML/CSS, SQL
- Algorithms, Data Analytics, Data Structures, Software Engineering Process Models, Databases

