

# ALIZA CAMACHO

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## EDUCATION

### Candidate for B.A. in Computer Science and Anthropology

SEPT 2016 – MAY 2020

- Coursework: Product Creation for All, Computer Programming and Problem Solving, Data Structures, Combinatorics and Graph Theory, Foundations of Computer Systems
- Fall 2018: Introduction to Algorithms, Databases with Web Interfaces, Software Construction

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## EXPERIENCE

### Research Intern

JUNE 2018 - PRESENT      Virginia Tech Research Center      *Arlington, VA*

- Software development and UI/UX design of the GroundTruth software
- Software stack using Django with PostgreSQL
- Preparing materials such as IRB Protocol and pre-surveys for upcoming studies
- Attend conferences to present and represent research findings of a system that helps improve image geolocation in fields such as journalism

### Research Assistant

SEPT 2017 – MAY 2018      Wellesley College      *Wellesley, MA*

- Designed and created hands-on models to demonstrate mathematical concepts
- Tested models through outreach activities with elementary school children
- Presented the research's purpose and final models at 2018 Ruhlman Conference

### Academic Tutor

SEPT 2016 – APR 2017      Wellesley A Better Chance Program      *Wellesley, MA*

- Supervised evening study hours
- Assessed students' academic work loads and recorded daily progress in summaries
- Identified students' academic needs that require further support
- Coordinated with Academic Advisors and Resident Director

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## SKILLS

Languages: Java, Python, HTML, CSS, JavaScript, C  
Tools: Trotec Laser Engraver, CorelDRAW, 3D Printer

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## VOLUNTEERING

### MIT Beautiful Patterns (MAY 2018)

- Introducing high school women to computational thinking
- Preparing curriculum and activities to suit the students' needs
- Coding lessons taught in HTML, CSS, and JavaScript

### Wellesley Robogals (SEPT 2017 – APRIL 2018)

- After-school program for third to fifth graders
- Working to break the gender gap in STEM by introducing girls to the possibilities of computer science
- Projects taught and implemented using Scratch