Casey Ljuba

9637 Parson Massey Pl Lorton, VA 22079 | casey.ljuba@gmail.com | 202-705-4483
https://cnljuba.github.io

EDUCATION

University of Delaware   Newark, DE
College of Engineering   May 2020
Bachelor of Arts
Major: *Computer Science,* Minor: *Biology*
Dean's List: Spring 2019, Spring 2020
Relevant Coursework: Data Structures, Software Engineering, Web Technologies, Automata Theory, Parallel Computing,
Logic for Programming, Educational Game Development

SKILLS

- Operating Systems: Windows
- Computer: Proficient in Microsoft Office: Word, PowerPoint, and Excel
- Programming Languages: Java, C++, Typescript; basic HTML5 and CSS; command line and Git experience
- Development environments: Eclipse, Visual Studio, Android Studio
- Languages: 3+ years studying Japanese
- Trained in first aid and CPR

EXPERIENCE

Mount Vernon Pool Services LLC   Alexandria, VA
Manager   2020

- Obtained employee availability and created a biweekly schedule through Excel.
- Recruited new lifeguards and provided orientation.
- Monitored and maintained supplies inventory.
- Responded to patron inquiries and complaints.

Pool operator   2014-2020
- Tested the chemicals in the pool to ensure they are within the appropriate parameters.
- Maintained records of supplies, chemicals, and incident reports.
- Provided the appropriate documentation for the health inspector and fire marshal.
- Trained new lifeguards on the duties of being a pool operator and how to handle chemicals safely.

Red Cross certified Lifeguard   2013 - 2014
- Assured the safety of patrons by enforcing rules and maintained a clean environment.
- Assisted patrons with any questions or concerns about the facilities.

PROJECTS

Educational Game Development   Mar-May 2020
Link to game: https://ud-cisc374.github.io/educational-game-project-team-4-alyssa-b-casey-l/final/
- Designed and developed an educational game for 5th-6th graders using Typescript and Phaser 3
  to introduce them to vocabulary in Spanish and French, in collaboration with a partner.
- Operated in Visual Studio Code and deployed the browser page with Node.js.

Software Engineering   Oct-Dec 2019
- Collaborated as a group of five to plan and design a three part educational game in Java for an
  environmental outreach organization.
- Utilized UML diagrams, MVC design patterns, version control through Git, and Agile methodology
  for development.
- Consulted with the client for alpha and beta stages, then presented the completed game.