

Clarisse Bonang

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• [LinkedIn](#) • [GitHub](#) • [Portfolio](#)

EDUCATION

Chapman University, Orange, CA

May 2022

Bachelor of Science, Computer Science

Georgia Institute of Technology

August 2021

Certificate in Full Stack Development

Santiago Canyon Community College

June 2019

Associate in Arts, Mathematics

TECHNICAL SKILLS

- **Programming Languages:** C++, Java, C#, Python, Swift, Haskell, JavaScript
- **Software Tools:** HSPICE, GitHub, Git, Atom, VS Code, XCode, PyCharm, Docker, Microsoft Office
- **Databases & APIs:** React, Node, MongoDB, MySQL, jQuery, Express, CSS, Bootstrap, HTML, Unity

PROJECTS

Rate Monotonic Scheduler

- Utilized POSIX API semaphores to synchronize POSIX threads and to set thread priority and thread attributes for Rate Monotonic Scheduler running on Linux.

<https://github.com/bonang8/rateMonotonicScheduler>

Comics Assembled

- Designed a graphic novel application that allows users to search for their favorite comics and keep track of their progress using Javascript ES6, CSS3, HTML5, and Marvel Comics API, resulting in a user base of 30 which is fully deployed on Heroku or Github pages.

<https://github.com/ahuffma2/comics-assembled>

No Hassle Haskell

- A resource hub that introduces Haskell programming fundamentals. Topics include Haskell syntax, BNFC installations, lambda calculus, and rewrite rules.

<https://csbonang.wixsite.com/website>

PROFESSIONAL EXPERIENCE

Research Assistant, Chapman University

January 2021 - present

- Develop assistive technology under the direction of a university professor; develop small software applications, perform data analysis, and test software on mobile devices.

Project Management Intern, USS Cal Builders Engineering Division

October 2017 - January 2018

- Used Computer Aided Design (CAD) system to review blueprints of buildings for a construction engineering firm.
- Reviewed contracts for conformance to company standards.

Private Tutor in Computer Programming and Math

October 2018 – present

- Tutored Linear Algebra and Java Programming
- Provided students with study material for both subjects and assisted with their questions
- Strong interpersonal skills working with students to help them succeed

ADDITIONAL RELEVANT EXPERIENCE

- President, Research & Development Club October 2021 – present
- Member of Chapman University Engineering Advisory Panel October 2020 – present
- Institute of Electrical and Electronics Engineers (IEEE) Member June 2020 – present
- Society of Women Engineers Committee Planner for International Space Station (ISS) Teleconference October 2018

AWARDS

Boeing Leadership Association of Southern California (BLASC) Scholarship Finalist

June 2021

The BLASC program honors exemplary collegiate leaders who excel in both academics and leadership.

Provost List (3.6 GPA or higher)

October 2019 – present

National Society of Collegiate Scholars

June 2021 – present

NASA SUITS (Spacesuit User Interface Technologies for Students) Finalist

October 2019 – May 2020

Programmer & Lead Graphic Designer, NASA SUITS Design Challenge

Served as the team's lead graphical user interface designer and prototyped a spacesuit information display running on the Microsoft Hololens Augmented Reality headset to assist astronauts during extra-vehicular activity on the lunar surface.

NASA Community College Aerospace Scholars Certificate of Achievement

March 2019

NASA Community College Aerospace Scholars, Software Engineer

Competed in the rover sample return robotics competition at the Johnson Space Center as the team's software engineer.