

Dechen Chuteng

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Objective

Career-driven Computer Science student with a keen interest in Web Development, UX/UI, Product Development and Graphic Design who's actively seeking internship opportunities allowing for personal growth and career development with a focus on communication, creativity and teamwork.

Education

California State University, Sacramento
Computer Science, B.S.

Aug 2019 - Present
GPA: 3.67

Skills

Languages = [Java, C++, Python, JavaScript, HTML, CSS, MySQL]

Frameworks = [ReactJS, AngularJS, jQuery, CodeNameOne]

Tools = [Git, Node.js, Eclipse, Visual Studio Code, Adobe Illustrator, Adobe Photoshop, InVision]

Experience

Student Assistant — *ECS Computing Services*. Sacramento, CA May 2020 - Present

- Communicate with supervisors/team members about design requirements and outcomes for detailed infographics and other graphical needs.
- Create infographics using Adobe Illustrator/Photoshop for Sacramento State's ECS department.

Bank Teller — *Mechanics Bank*, Berkeley, CA Aug 2017 - Jan 2019

- Helped over 20+ customers daily with monetary transactions such as deposits, withdrawals, transfers, etc.
- Performed excellent communication skills with customers while following company procedures.
- Referred customers to bankers open personal/business accounts to further increase business revenue for the branch.

Projects

Object-Oriented Programming Project Aug 2020 - Nov 2020

- Single handedly developed a mobile game app called *Bad-Squirrel* on Eclipse IDE using Java GUI functionalities with CodeNameOne API.
- Created UML diagrams and implemented object-oriented concepts while delivering the project in three different phases.

Software Engineering Project Feb 2020 - May 2020

- Worked within an Agile-driven team to document a proposal and submit the deliverables on a monthly basis.
- Proposed for a Newspaper company in order to digitize their data. Contributed to in-depth documentation of the proposal following the four phases of the Software Engineering Product Lifecycle model.