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   Aug 2019 - Present

B.S. Computer Science   GPA: 3.67

Skills

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

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

Experience

ECS Computing Services   Sacramento, CA
Student Graphic Design Assistant   May 2020 - Present

Mechanics Banks   Berkeley, CA
Customer Service Representative   Aug 2017 - Jan 2019

Projects

Object-Oriented Programming Project   Aug 2020 - Nov 2020
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.