Elisa Brooks

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EDUCATION

University of California, San Diego   September 2019 - March 2023 (Expected)
B.S. Computer Science   Major GPA: 3.8
Jacobs School of Engineering   Honors: Provost Honors

Completed Relevant Coursework: Data Structures, Algorithms, Software Engineering, Theory of Computation, Programming Languages and Paradigms, Computer Architecture, Computer Operating Systems, Data Science, Digital Systems, Machine Learning
Current/Planned Coursework (2022-2023): Computer Security, Project Management

EXPERIENCE

Sr. Support Engineer   *September 2022 - Present*
   Manpower/Qualcomm - *System Validation & Emulation (SVE)*
   - Part-time backend developer utilizing C# and ASP.NET for pre-silicon validation and emulation

Software Engineer Intern   *June 2022 - September 2022*
   Visa Inc. - *Open VisaNet (OVN)*
   - Improved OVN DSL user experience by developing a generator that creates a tmLanguage TextMate file for DSL Xtext grammar to provide TextMate syntax highlighting support in IDEs such as VsCode and GoLand
   - Simplified team documentation process by developing a generator that parses DSL Xtext grammar to create syntax diagrams

Computer Science Tutor   *September 2021 - September 2022*
   UCSD Computer Science and Engineering Department (CSE)
   - Assisted in the creation and evaluation of labs, homework assignments, and midterm/final exams for a class of 400+ students for UCSD's Intro to Programming (CSE 8A: Python, CSE 8B: Java) courses
   - Led weekly hands-on labs and hosted office hours to assist students in understanding lecture and programming assignment material as well as debugging strategies

Coding Mentor   *July 2021 - September 2021*
   UCSD Summer Program for Incoming Students (SPIS)
   - Advised over 50 incoming undergrad CSE students on introductory computer science concepts, Python programming, algorithmic problem solving and mathematical reasoning, web development and mathematical reasoning
   - Oversaw student projects in web development, machine learning, and video games

PROJECTS

Flixtagram - *IOS Application*   *February 2022*
   - Project Lead for team of 3 in building a social media app that displays a scrollable list of currently playing movies including a synopsis and movie posters and allows friends to share their love for movies
   - App developed in Xcode using Swift, information for each table view cell obtained using the MovieDB API, uses AlamoFireImage to display each movie poster and uses Parse Server on Back4app to store and retrieve user posts

Bujo Studio - *Web Application*   *June 2021*
   - Front-End Developer and Designer on a team of 7 for CRUD application that mimics a bullet journal that allows users to easily organize and keep track of events, tasks, and notes
   - Followed Agile guidelines and used HTML, Bootstrap CSS and Javascript to develop various features for the website and optimize the user experience
   - Deployed using Github: https://cse110-sp21-group9.github.io/cse110-sp21-group9/

Light and Sound Memory Game - *Web Application*   *March 2021*
   - Computer picks a different pattern each time the game is played and the playback speeds up each turn
   - Basic layout done in HTML and styled with CSS and Javascript was used to create the functionality of the game
   - Deployed using Glitch: https://wholesale-fuzzy-oatmeal.glitch.me

SKILLS

Programming Languages: Python, Java, JavaScript, HTML, CSS, Xtend, C, C++, Bash, ARM Assembly, Swift, Haskell
Tools/Other: Linux/UNIX, Object-Oriented Programming, Figma, Google Firebase, Git