

Emilie Mutoniwabo

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Aspiring computer scientist with web application development experience in a startup, passionate about building interactive experiences and technical solutions through front-end development, UI/UX programming, and game development.

EDUCATION

The University of North Carolina at Chapel Hill

Chapel Hill

B.S. in Computer Science, B.S. in Information Science

May 2027

Organizations: Rewriting The Code, Black in Technology

Relevant Courses: XR and Spatial Computing, Foundations of Interactive Media

EXPERIENCE

COMP 211 Systems Fundamentals Teaching Assistant | UNC-Chapel Hill

August 2025 - Present

- Serving as first-line technical support for **200+ students**, providing comprehensive technical support with Docker setup, GitHub issues, IDE configuration, CLI operations, and Linux environments.
- Assists in weekly lectures, facilitates office hours, and leads exam reviews to help students understand computer organization principles, and foundational programming practices in C.

Chair of Logistics | Pearl Hacks | UNC-Chapel Hill

April 2025 - Present

- Leader of a four-person logistics team in the execution of Pearl Hacks, a hackathon for **600+ participants**. Coordinating venue logistics and providing a smooth event for sponsors, caterers, and hackers.
- Engaged in weekly budgeting and management meetings with other Pearl Hacks directors and the UNC CS external relations department to streamline event execution while staying a minimum of **25% under budget**.
- Maintains detailed weekly meeting logs and **50+ online records** and implements systematic feedback collection from participants and team members to define goals and task prioritization.

Ambassador | UNC Dept. of Computer Science | UNC-Chapel Hill

August 2024 - Present

- Collaborate with a 10-person team to organize community events with **200+ participants** per event by developing detailed event proposals, managing budgets, and coordinating logistics.
- Served as head organizer for an event with **300+ students** in attendance, the highest in the organization's history.

PROJECTS

Heel Town | React, Tailwind CSS, TypeScript, Figma, Google OAuth

August 2025 - Present

- Lead front-end developer within an 8-person startup team for a mobile app connecting customers to **60+ local businesses**. Explained technical concepts, lead code reviews, and provided help for the application's tech stack.
- Implemented Google OAuth for user sign-in.
- Redesigned the dashboard on Figma and implemented responsive UI using React and Tailwind CSS.

Drum Rhythm Game | Unity, C#, VR Development

October 2024 - February 2025

- Developed VR single-player rhythm game with a small team. Programmed drum gameplay and implemented a force-responsive audio system that adjusts sound effects based on the player's drumming intensity.
- Deployed playable demo and provided technical support during demo presentations at UNC's CS Open House event to around **100 guests**.
- Assisted team lead with project planning and timeline management for successful on-time delivery

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, Tailwind CSS, HTML, Typescript, C, C#

Development Tools and Frameworks: Next.js, Node.js, React, Figma, Bootstrap, WordPress, SQL, Unity

IT and Administration: Docker, GitHub, CLI, Linux, Miro, IDE troubleshooting

3D Modeling and Design: Mudbox, Maya, Adobe Creative Suite (Photoshop, Illustrator, After Effects)