Ema Guillen

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Selected School Projects

Role: Software Developer   **Sep - Dec 2025**

Project: e-commerce | Technologies: Flutter, Cloudflare, Firebase, Stripe, API, Dart | Team: 5

- Developed a web application with Flutter framework, integrating Firebase, and Stripe payment processing for the backend implementing a serverless microservices architecture.
- Led initiative to prepare Android deployment, expanding team's platform reach
- Collaborated in sprint-based development cycle, participating in code reviews and technical planning discussions

Role: Chief Editor   **May - Jul 2025**

Project: Requirements of Elicitation | Team: +20

- Supervised, organized, and guaranteed quality and consistency of the final Software Requirements Specification document, ensuring technical accuracy and alignment with IEEE standards and stakeholder requirements
- Demonstrated leadership, attention to detail, and collaborative communication across multiple teams

Role: .NET Software Developer   **Jan - Apr 2025**

BYU-Idaho | Project: Desktop application & Website | Technologies: C#, ASP.NET, MVC, Razor | Team: 5

- Designed and developed scalable web application using ASP.NET MVC architecture with C# and Razor syntax following established design patterns and best practices
- Implemented full-stack features including dynamic web content with HTML5, CSS3, and JavaScript integrated with backend C# services, applying OOP principles and MVC design pattern to ensure maintainable, production-ready code

Role: Software Engineer   **Sep - Dec 2024**

Project: Orbital Simulator | Technologies: C++, Data Structures, Inheritance | Pair Programming

- Created a physics-based orbital mechanics simulator demonstrating gravitational interactions, implementing algorithms for trajectory calculations and collision detection
- Developed using C++ data structures, and composition, inheritance and polymorphism design principles, with a modular architecture for extensibility and code reusability

Technical Skills

- **Languages:** C++, C#, Python, JavaScript, Java, Kotlin, Rust, Dart
- **Web & Mobile:** Node.js, Express.js, Angular, Flutter, HTML5, CSS3, REST APIs
- **Cloud & Tools:** AWS, Cloudflare, Firebase, Docker, Git/GitHub, Jest, PyTest, JIRA, Postman
- **Software Design:** OOP, MVC, Design Patterns, UML, Agile/Scrum, V-Model, SDLC
- **Databases:** MySQL, PostgreSQL, SQL Server, MongoDB

Education

- **Bachelor of Science in Software Engineering**   **Jul 2026**
  Brigham Young University - Idaho, Rexburg, Idaho | GPA: 3.90
- **AWS Certified Cloud Practitioner**   **Aug 2025**
  Amazon Web Services (AWS) | 1st attempt
- **Associate of Applied Science in Applied Technology**   **Dec 2022**
  Brigham Young University - Idaho, Rexburg, Idaho | GPA: 3.88