Emil De Guzman

415-336-4670   em.deguzm@gmail.com

ekdeguzm.github.io
linkedin.com/in/emildeguzman

RELEVANT SKILLS

Scrum methodologies, Asana, GitHub, Python, JavaScript, Java, R, React, Next.js, jQuery, HTML/CSS, Bootstrap, Git, debugging and troubleshooting, data analysis and visualization, UI/UX Design, Figma, Project Management

EXPERIENCE

Mission Bit, Lead Front-End Web Development Instructor   *January 2024 - August 2024*
Bay Area-based non-profit centered around providing free quality coding programs for underrepresented students
- Led dynamic in-person front-end web development (HTML, CSS, Bootstrap, JavaScript, Figma) instruction to under-resourced high school students in San Francisco, fostering digital literacy and empowerment while tailoring the curriculum to meet evolving needs
- Led cross-functional teams to develop and implement a dynamic curriculum, fostering a culture of continuous improvement through regular progress reviews and problem-solving sessions
- Managed project timelines and student deliverables, ensuring that all web applications met the required technical standards for final product
- Conducted weekly progress reviews with stakeholders, identifying and troubleshooting obstacles hindering student success, fostering a culture of problem-solving and continuous improvement

Recurse Center, Programmer   *January 2022 - December 2023*
- Collaborated with developers to design and implement web development projects, working with technologies like React, PostgreSQL, and Node.js., and culminating in the creation of Dryclo, Bog Blog, and Space Invaders (see Projects section).
- Troubleshot bugs in the open-source Recurse Center presentations codebases (JavaScript/React)
- Facilitated onboarding sessions for new participants, fostering a collaborative learning environment aligned with continuous improvement principles
- Developed a responsive website to showcase the work of a local Bay Area artist, enhancing their online presence
- Collaborated with client to gather requirements, provide progress updates, and deliver tailored web solutions on time

California Institute of Environmental Studies, Restoration Science Technician   *February 2020 - March 2021*
- Applied a systems-thinking approach to a rehabilitation project, overseeing the removal of invasive species across 12,000 acres of native island habitat. Worked collaboratively with environmental teams, emphasizing the interconnectedness of ecosystems and communities by addressing long-term impacts on local wildlife and natural resources
- Visualized, analyzed, and modeled extensive vegetation data to support research on the impact of plant variability on island ecosystems
- Authored technical reports detailing data collection and modeling methodologies for project managers

HIGHLIGHTED PROJECTS

Dryclo – Python – Automated app using weather and messaging APIs to notify users of impending rain and weather conditions.
Bog Blog – JavaScript, Express, Node.js, Nodemon – Mushroom blog that enables users to create, view, and search posts
Space Invaders – Python – My interpretation of the classic space invaders game

EDUCATION

City College of San Francisco – *Associates of Science*, Computer Science   Expected 2025
University of California Davis – Bachelors of Science, Wildlife, Fish, and Conservation Biology   2018

SABBATICAL

Taipei Economic and Cultural Office Ministry of Education, Taipei, Taiwan   *November 2022 - September 2023*
- Awarded the Huayu Enrichment Scholarship for advanced-level Mandarin studies at National Taiwan Normal University
- Achieved TOCFL Exam Band A Level 2 Intermediate certification in Mandarin fluency for reading, writing, listening, and speaking