

# Emil De Guzman

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## RELEVANT SKILLS

JavaScript, React, Node.js, API Integrations, HTML/CSS, jQuery, Git, GitHub, Squarespace, UI/UX Design, Debugging, Project Coordination, Cross-Functional Collaboration, Troubleshooting, Email Automation, Responsive Web Design

## EXPERIENCE

### City College of San Francisco, Teachers Assistant and Computer Science Tutor

January 2025 - Present

- Assisted students with computer science coursework, including debugging, programming concepts, and project support in areas such as Object-Oriented Programming, Data Structures, Algorithms, and Computer Architecture
- Fostered an inclusive and collaborative learning environment to promote skill development and confidence in foundational and advanced computer science topics

### 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 comprehensive curriculum, fostering a culture of continuous improvement through regular progress reviews and problem-solving sessions
- Managed project timelines and student deliverables, ensuring all web applications adhered to technical standards
- Conducted weekly progress reviews with stakeholders, identifying and troubleshooting obstacles hindering student success, fostering a culture of problem-solving and continuous improvement

### Recurse Center, Participant

December 2021 - March 2022

- Designed and implemented web solutions using React, Node.js, and PostgreSQL, aligning with user needs and technical specifications while fostering collaborative problem-solving in diverse teams culminating in the creation of [Dryclo](#), [Bog Blog](#), and [Space Invaders](#)
- Integrated third-party APIs and focused on troubleshooting, including identifying and resolving bugs within codebases
- Facilitated onboarding sessions for new participants, fostering a collaborative learning environment aligned with continuous improvement principles

### California Institute of Environmental Studies, Restoration Science Technician

February 2020 - March 2021

- Applied systems-thinking methodologies to develop scalable solutions addressing ecosystem rehabilitation challenges, overseeing the removal of invasive species across 12,000 acres of native island habitat
- Collaborated 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 vegetation data to research the impact of plant variability on island ecosystems
- Authored technical reports detailing data collection and modeling methodologies for project managers

## EDUCATION

City College of San Francisco – Associates in Computer Science

May 2025

University of California Davis – Bachelors of Science, Wildlife, Fish, and Conservation Biology

June 2018

## VOLUNTEER

### Web Developer

February 2024 - Present

- Developed responsive [websites](#) to highlight the work of local Bay Area artists, improving their online visibility and reach
- Collaborated with artists to gather requirements, provide progress updates, and deliver tailored web solutions on time