ERINA LARA

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EDUCATION

California State University, Long Beach (CSULB) | B.S. in Computer Science | GPA 3.33   **May 2022**
- University President's Honor List | Spring 2020, Fall 2020, Spring 2021
- Activities: Women in Computing, Association for Computer Machinery
- Relevant Coursework: Data Structures, Algorithms, Software Development with Frameworks, Software Development Life Cycle, Agile/Scrum Methodologies, Object-Oriented Programming

PROFESSIONAL EXPERIENCE

theCoderSchool La Palma, CA | Code Instructor   **June 2021 - June 2022**
- Grew coding knowledge of over 30 primary students through instruction on coding fundamentals (conditional logic and object-oriented programming through lessons in Scratch and Python projects)
- Increased client satisfaction by maintaining client feedback and constructing weekly documentation that analyzes student coding knowledge levels

PROJECTS

HomeView (C#, React.js, MSSQL, AWS, HTML/CSS) | Full-Stack Web Application | Team Project
- Improved user browsing efficiency by combining over 10 media streaming databases to generate an automated, customized recommendation database, utilizing asynchronous programming and REST APIs, deployed through Amazon Web Services (EC2, RDS)
- Designed and implemented security, logging/archiving, user management, and app-specific features
- Conducted manual, automated unit, API testing (utilizing xUnit and Postman), and end-to-end UI testing
- Efficiently collaborated with a team of 5 for project planning, documentation, development by utilizing the Agile methodology (featuring daily SCRUMS), and following the software development life cycle

Show Tracker (Java) | Console Application | Individual Project
- Records a user's media history of up to 1500 records by maintaining a database of a user's recently watched television shows and movies through a graphical user interface (Java Swing) and persistent data storage through local text files onto the user's desktop

Literature Library (Java) | Console Application | Team Project
- Relational database that utilizes NetBeans/Derby and JDBC API to maintain and construct an inventory of writing groups, book titles, publishers, and other related information
- Efficiently collaborated with a team of 3 individuals for project design and development

Othello (C++) | Console Application | Individual Project
- Two-player Othello game that utilizes dynamic memory management with references/pointers

SKILLS

- **Languages:** Python, Java, HTML/CSS, C++, Javascript, C#, SQL
- **Tools:** SQL Server, Git, Visual Studio, Slack, MS Office Suite, Figma, .NET Framework, React.js, MySQL, Postman, xUnit