ERINA LARA

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PROFESSIONAL EXPERIENCE

JSat Automation Inc. (Glendale, CA) | Backend Software Engineer

Nov. 2022 - Oct. 2023

- Developed a Python machine tag comparison tool, which compared over 100+ data records, reduced average read time, and boosted productivity for users by over 20%
- Designed and created a Redis ORM as an internal package to optimize data caching and storage
- Effectively collaborated with lead engineers to develop a Python software suite for online training and record-tracking, actively contributing to feature development, debugging, and **unit testing** (Pytest)

JSat Automation Inc. (Glendale, CA) | Assistant Project Manager

Mar. 2023 - Oct. 2023

 Enhanced project tracking and productivity by collaborating with technical leads for task delegation and project timeline management, utilizing project management tools and agile methodology

theCoderSchool (La Palma, CA) | Code Instructor

Jun. 2021 - Jun. 2022

Instructed K-8 students on coding fundamentals (object-oriented programming) in Python and Java

SKILLS

- Languages: Python, Java, C#, HTML/CSS, C++, SQL, Javascript
- Frameworks/Tools: Git, ASP.NET, React.js, Visual Studio, Figma, Postman, Docker, AWS, Unity, Lightroom
- Project Management/Collaboration: MS Office Suite, Confluence, Zoho Projects, Jira, Slack, Trello
- Databases: MySQL, SQL Server (MSSQL), PostgreSQL, Redis (NoSQL), Java DB (Derby)

EDUCATION

California State University, Long Beach (CSULB) | B.S. in Computer Science

May 2022

Relevant Coursework: Data Structures and Algorithms, Software Development Life Cycle, Architecture

SELECTED PROJECTS

HomeView (C#, React.js, MSSQL, AWS, HTML/CSS) | Full-Stack Web Application | Team (5)

- Improved user browsing efficiency by combining over 10 media streaming databases to generate a
 customized recommendation database, using asynchronous programming and REST APIs, deployed
 through Amazon Web Services (EC2, RDS)
- Designed and implemented security, logging/archiving, user management, and rating/review feature
- Conducted manual, automated unit, API testing (xUnit and Postman), and end-to-end UI testing
- Collaborated with a team of 5 software engineers for project planning, documentation (SRS, Design, Test), and development through daily SCRUMS

Literature Library (Java) | Desktop Application | Team Project (3)

 Relational database that utilizes Derby and JDBC API to maintain and construct an inventory of writing groups, book titles, publishers, and other related information

Othello (C++) | Desktop Application | Individual Project

Two-player Othello game that utilizes dynamic memory management with references/pointers

INTERESTS

• 2D JRPGs, photography, billiards, badminton, legos, hanayama puzzles, visually appealing interfaces, beach walks