
EMPLOYMENT

Information Security Compliance, Intern	Sacramento Municipal Utility District	Feb 2017 – May 2017
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- Maintained dashboards of SMUD's Critical Infrastructure Protection (CIP) compliance state to prevent faults that can lead to million-dollar fines.
- Created a reference sheet that narrowed down hundreds of pages of CIP regulations into 4 pages.
- Created flowcharts for policies so CIP regulations can be easily visualized and followed.

IT Student Assistant	College of Education	Sept 2016 – May 2017
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- Maintained and updated main webpage to provide latest content, events, and college course information for faculty and student needs.
- Troubleshoot printer and computer problems for students, faculty, and staff.
- Managed inventory of department's property such as iPads and PCs for student and faculty use.

Software Developer, Intern	Salt Creek Media, Inc	June 2016 – Sept 2016
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- Developed in web framework CakePHP 2 and MongoDB to create web applications.
- Created testing scripts in Selenium to automate tests.

Peer Mentor	First Year Experience	Aug 2015 – Dec 2015
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- Mentored first-year college students in their transition into college by providing resources and information for their success.
- Coordinated study groups and provided presentations to encourage students to build positive school habits.
- Provided office hours for students who needed extra support.

EDUCATION

Sacramento, CA	California State University, Sacramento	Aug 2013 – May 2017
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- B.S. in Computer Science. GPA: 3.6.
- Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Comp. Architecture; Calculus III; Object-Oriented Game Design; Graphics; Networks; Project Management; Forensics; Data Warehousing & Mining.

TECHNICAL EXPERIENCE

Projects

- **Mission Control** (2016 - 2017). Team of 6. CMS web application that stores cats/kittens, adopters, fosters, and volunteers to manage cat adoptions. CakePHP 3, MySQL, HTML, CSS, JS, MVC, Agile SCRUM.
- **Finding Successful Movies** (2017). Team of 2. R script on 3000+ row dataset to predict movie success based on critic scores. R, RStudio.
- **Dog Catcher** (2016). Mobile game where user's objective is to catch the dogs before the cats do. Java, Codename One, OOP, Design Patterns.
- **Rideshare** (2015). Team of 5. Android carpooling application for students and faculty at Sacramento State. Java, Android Studio, Waterfall, SRS, ERD, SDD.

ADDITIONAL EXPERIENCE AND AWARDS

- **Instructor (2015, 2016)**: Taught at ID Tech Camps to campers (age 6 – 18) in Java and Python. Taught basic HTML & CSS to underprivileged middle school students at Michael J. Castori.
- **Dean's Honor List (2013 – 2017)**: Maintained a GPA of 3.25 or higher during all semesters at California State University, Sacramento.

Languages and Technologies

- Java; PHP; HTML; CSS; JavaScript; MySQL; Python; C (Prior Experience)
- Sublime Text; Vim; Git; Linux/Unix; MacOS; Eclipse; MySQL Workbench; Wireshark