GENESIS VALENZO

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EDUCATION

New Mexico State University, Las Cruces, NM — Expected Graduation: *May 2026*

Bachelor of Science, Computer Science

- Relevant Coursework: Software Development, Operating Systems, Database Management Systems, Object-Oriented Programming, Human Centered Computing, Data Structures and Algorithms, Compilers & Automata, Differential Equations, Calculus II, Discrete Math.
- AI4ALL, 2022: Discover AI, Virtual Program, Machine Learning and algorithms course using Python.

Google Tech Exchange Program, Virtual — *Spring 2024*

- Selected as one of 180 students to take **courses taught by Google Software Engineers.**
- Relevant Coursework: Applied Data Structures & Algorithms, Software Development Studio.

SKILLS

- **Programming Languages:** Python, Java, HTML, JavaScript, React Native
- **Developer Tools:** Git, GitHub, GraphQL, SQL, APIs, Unity, Linux, Figma, Streamlit
- **Languages spoken:** Spanish (native), English (fluent)

EXPERIENCE

Software Engineering Internship — Bloomberg, NYC — *May 2025 – Aug 2025*

- Built a **resolver subgraph** and integrated it into the **GraphQL** API Gateway, enabling schema stitching to provide a unified and **secure** access point for user consent data across multiple internal services.
- Designed and implemented the subgraph **schema** based on researched use cases, incorporating field-level permissioning, removing over fetching, and improving **scalability**.

Software Engineering Fellow — Netflix + Formation, Remote — *May 2024 – Sep 2024*

- Selected for a highly competitive Fellowship that provides personalized professional development.
- Studied **system design** fundamentals and data modeling led by senior engineers from top companies, comparing concepts in modern web-based applications.

Lead Officer — Young Women in Computing, Las Cruces, NM — *Oct 2023 – Present*

- Implemented outreach activities, such as computing camps and workshops, to teach **over 1,000** elementary to high school students in fundamental Computer Science concepts, boosting STEM understanding and leading to a **25% increase in women's** interest in CS programs.
- Designed and delivered engaging lesson plans for over 50 middle and high school students, using Java, Python, HTML, robotics, ML and AI, ensuring a comprehensive and practical learning experience.

PROJECTS

Spectrum — Python website, with Generative AI API and Streamlit — *Spring 2023*

- Implemented the Image to Spectrum page using Google's Gemini **Generative API**, allowing users to generate spectrums from uploaded images. Creating AI calls and storing the generated spectrums using **Google Cloud Storage**, querying with **BigQuery**.
- Designed user interface using **Figma** and **Streamlit**.

Cat Fishn — Java video-game, with JavaFX and FXGL library — *Fall 2023*

- Implemented the shop window, integrating a variety of in-game items enhancing player interactions. Ensured real-time updates, reflecting in-game currency and purchased game items.
- Contributed to the visual and UX/UI aspects of the game, including scene management, guaranteeing a seamless transition between various scenes to enhance the user experience.

AWARDS AND HONORS

- NSF S-STEM Scholar, NMSU — *2023 – Present*
  Selected as one of up to 30 students every semester to receive a need-based Hispanic scholarship.
- Programming competition 1st place for freshman/sophomore division, NMSU — *Spring 2023*