

FAITH YAP

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EDUCATION

California State University, Long Beach
Bachelor of Science in Computer Science
Anticipated Graduation: May 2018

Relevant Coursework

Object Oriented Programming, Data Structures & Algorithms, Database Fundamentals, Software Engineering, System and Network Administration, Database Web Application Senior Project

JOB EXPERIENCE

COE EXCEL PEER MENTOR & TUTOR (JUNE 2017-PRESENT) CALIFORNIA STATE UNIVERSITY LONG BEACH

- Mentor nine freshmen students, focusing on familiarizing with campus resources and improving study skills to help them succeed in STEM
- Tutor students one-on-one in basic and intermediate programming concepts to complete and revise course assignments

MATH AND ENGLISH TUTOR FOR HIGH SCHOOL STUDENTS (2013-2015)

- Tutor students in math classes to improve critical thinking and problem solving skills
- Tutor students to refine their essays with an emphasis on grammar, spelling, and sentence structure.

SKILLS & PROJECTS

Skills: Public speaking, interpersonal communication, bilingual in English and Filipino (written and spoken)

Programming: Proficient in Java; intermediate in Python, SQL, HTML; experience with C++, currently learning and applying Java EE, JSF, JPA

Programs: Microsoft Word, Excel, PowerPoint, Visio, NetBeans, Adobe Photoshop

CLASS PROGRAMS

"Down" Java EE Web Application - August 2017 - Present (In Progress)

Technologies: JPA, JSF, EJB, Apache TomEE, AWS, Github, Web Services

- Create a university-based social platform specializing in event organization
- Implement Scrum method in software development to create and revise program code and documentation, including Sprints, UML, User Stories, Product Backlog, etc.
- Lead team of 4 students to meet project objectives; collaborate on all design development and documentation

"Charm" Game - April 2016

Technologies: Java Swing

- Create a 2D eight-directional shooting game with character sprites
- Apply object oriented programming and mathematical skills for the game play
- Self-taught and hard coded graphics and character motion