

GRACIELA GUEVARA

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EDUCATION

University of Texas Rio Grande Valley – Edinburg, Texas

Expected Graduation: December 2024

Bachelor of Science in Computer Science

GPA: 3.22/4.0

PROJECTS

Personal Website

- Developed a personal website to showcase technical skills and project portfolio using HTML, CSS, and JavaScript by designing a user-friendly layout.

Distributed Computing Project

- Leveraged Python's Ray library to implement distributed web scraping of 500 real estate listings across two virtual machines using one head node and worker node both deployed on Azure Virtual Machine, using Rapid API.

Figma Dunkin' Mobile App Redesign

- Enhanced the Dunkin' mobile app using Figma by addressing user experience issues identified through research conducted with 10 participants, resulting in the redesign of 5 key screens.

EXPERIENCE

University of Texas Rio Grande Valley – Edinburg, Texas

January 2023 - Present

Computer Science Lab Consultant

- Oversaw daily operations of the computer lab, ensuring a smooth workflow for over 100 students per week by collaborating with colleagues and providing technical support for freshman to junior-level courses.
- Mentored and assisted peers with assignments, enhancing their understanding of core concepts and contributing to a 20% improvement in overall student performance.
- Coordinated logistical tasks such as maintaining printer supplies, organizing resources, and managing office inventory, ensuring a well-equipped and efficient lab environment.

Walgreens Pharmacy – Weslaco, Texas

May 2021 – November 2021

Pharmacy Technician

- Produced prescription labels and fulfilled medication orders according to physician's request with 0% errors.
- Managed inventory, handled proper insurance billing, collaborated with over 50 customers per day handling all inquiries for a 94% customer satisfaction score.
- Administered and assisted over 50 patients a day with COVID-19 vaccines.

LEADERSHIP

Frontera Devs

August 2023 - Present

Organization Lead

- Implemented a comprehensive 4-week mentorship program for early-career and high-school students that provided introductory computer science guidance. Personally recruited and selected 20 applicants, created the program framework, including objectives, outlines, and timelines.
- Achieved a 90% completion rate among participants, with 80% of students reporting increased confidence in coding and 70% expressing interest in pursuing further computer science education.

Society of Women Engineers

August 2024 - Present

Member

- Engaged in professional development workshops and speaker events to enhance technical knowledge.

Society for Industrial and Applied Mathematics

August 2022 – December 2022

Technical Lead

- Collaborated with other leads to organize workshops and maintained student member records, resulting in a 50% increase in membership growth

SKILLS

- Python, Java, Node.js, C++, Ruby, Dart, HTML, CSS, JavaScript, React, Figma, & Linux/Unix.