



Rebecca 'Bex' Warner

Permanent Residence: 55 N
Herbert Rd Riverside IL 60546

American University: 3210
Wisconsin Ave NW #201
Washington DC 20016

<https://github.com/hiimbex>

hiimbex.github.io

bexmwarner@gmail.com
rw1048a@student.american.edu

(708) 860-9232

Education

American University - Computer Science Major

-2015-Present-

- Intending to also pursue a minor in Studio Art

St. Ignatius College Prep, Chicago

-2011-2015-

- Graduated May 2015 with Honors Degree and as an AP Scholar
- Honors Robotics Course, worked with LEGO Mindstorm EV3 robots

Experience

Sprout Social Summer Engineering Intern

-May-August 2016-

- Full stack development of an internal dashboard with a backend of Node Js and Express and a frontend of Ember Js on a variety of projects
- Designed and developed features for the transition of the dashboard for use by other teams within the company
- Designed, developed and led a training session on a tool based on API calls to a Facebook endpoint

Financial Services and IT Lab Assistant

-August 2015-May 2016-

- American University, on-campus, part-time job in KOGOD School of Business
- Consisted of assisting students with technical difficulties, troubleshooting, printing and general maintenance of the lab

Google's Computer Science Summer Institute (CSSI Chicago)

-July 2015-

- Participated in an intensive programming institute learning web app, development in HTML, CSS, Javascript, Python and Google AppEngine from Google engineers

Projects/Coding

PennApps 2016

- Created Alco-Mate, using a combination of hardware and software to create a pocket sized breathalyzer and website for users to customize settings
- <http://devpost.com/software/alco-mate>
- Improved front end development skills and learned basic Arduino and C

Global Game Jam 2016

-January 2016-

- Created "Great Minds Drink Alike" an Android app to provide a historical perspective on different cultures and their drinking traditions
- <http://globalgamejam.org/2016/games/around-world-80-drinks>
- Learned Unity basics and the Android SDK

Google's CSSI

-July 2015-

- Utilized Python, HTML and CSS to create a simple text-based adventure-like game
- <http://cssi-text-based-adventure.appspot.com/>
- Developed Python backend and HTML web development skills

Miscellaneous

- Participated in Women's Cup, all girl coding competition, and ICPC
- Ongoing additions to a personal website, located at hiimbex.github.io

Clubs/Hobbies

- League of Legends, peak rank: Platinum; Hearthstone, peak rank: 3
- Dungeons and Dragons, Fate, Diplomacy, Settlers of Catan, Chess
- LGBTQ Peer Educator
- Participating in on campus production of Taming of the Shrew Fall 2016

Skills

- Proficient in **Python, Javascript (Ember Js; Node Js), Java, HTML, CSS**
- Familiar with **ROBOTC, C, C#**
- Platforms/Technologies: **Unity, AppEngine, Arduino, Android SDK, Eclipse**

Relevant Courses

- Completed: Introduction to Computer Science II (passed out of Introduction to Computer Science I), User Interface Analysis/Design; Game Development
- Currently Enrolled: Artificial Intelligence, Introduction to Discrete Mathematics