

## NEALA J. MENDOZA (seeking full-time software engineering/ UI/UX positions)

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<https://www.youtube.com/channel/UC1df4U8c8IwHNRdNiDpbX8A> | [https://devpost.com/nealamendoza?ref\\_content=user-portfolio&ref\\_feature=portfolio&ref\\_medium=global-nav](https://devpost.com/nealamendoza?ref_content=user-portfolio&ref_feature=portfolio&ref_medium=global-nav)

### EXPERIENCE

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#### California State University San Marcos

San Marcos, CA

##### *Teaching Assistant for Introduction to Computer Science*

June 2020 - Present

- Created interactive exercises and video tutorials using Adobe Premiere Pro on fundamental concepts in Python and C++, engaging over 100 students each semester
- Created and graded online learning activities on **Carnegie Mellon's Online Learning Initiative**

#### Center for Research and Engagement in STEM Education

San Marcos, CA

##### *STEM Ambassador*

Jan 2019 - May 2020

- Facilitated maker-related activities during after school clubs to encourage STEM education, engaging about 20 students per classroom
- Conducted interactive science demonstrations for middle school students in underserved communities

#### California State University San Marcos

San Marcos, CA

##### *Learning Assistant for Calculus 1 with Applications*

Aug 2017 - Dec 2017

- Assisted several classes of about 30 students in **Calculus 1** to strengthen their comprehension and critical thinking
- Integrated different methods and strategies to increase students' overall academic performance

### PROJECTS (More in Github/Devpost)

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#### Gogi Grill 3D Game

Aug - Dec 2020

- Currently collaborating with a group of 6 to create a 3D restaurant serving game in Unity. Contributed with 3D modeling for the restaurant and characters, assisted with C# script implementation, and logo creation.

Nov 2020

#### Root4U at Codechella Hackathon by Twitter

- Collaborated with a group of 3 to utilize the **Twitter API** to allow users to send a picture of a plant and reply back with information regarding the plant. Contributed to implementing API using Python, testing, and creating the logo using Adobe Photoshop. Twitter bot was created to help learn more about native plants in California

Aug 2018- May 2019

#### Cougar Pantry at CSUSM

- Collaborated with a group of 5 to establish a database and website that stores employee and customer data for a local food bank. Contributed to the front-end using HTML and CSS. Collaborated using scrum programming, pair and mob programming, Slack, and GitHub. Website was used to spread the message of the program and provide statistics on how many people the program helped.

### EDUCATION

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#### CALIFORNIA STATE UNIVERSITY SAN MARCOS

San Marcos, CA

##### *Bachelor of Science (B.S) in Computer Science, GPA: 2.8*

Aug 2016 - Dec 2020

- *Relevant Courses:* Assembly Language and Digital Circuits, Computer Architecture, Database Management Systems, Data Structures and Algorithms, Embedded Systems, Game Programming, Intro to Networking, Linear Algebra, Operating Systems, Programming Languages, Statistics, Software Engineering, Theory of Computing
- *Organizations:* Public Relations Lead for Developer Student Clubs by Google Developers at CSUSM (Jan 2020- present), Fab Friday at CSUSM participant (Jan 2018 - May 2019)

### ADDITIONAL

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- *Awards and Certifications:* S-STEM Scholarship Recipient (2018-2019), Grace Hopper Celebration Scholar (2019), AT&T Summer Learning Academy Certificate (2020), Comcast Virtual Learning Experience Certificate (2020)
- *Programming Languages:* C++, Python, HTML, CSS, C#
- Experience with: Adobe Premiere Pro, Photoshop, Illustrator, Figma, Visual Studios, Unity 3D