

XIA WEBSTER

xmw2003@gmail.com | 360-771-2521 | <https://github.com/iemxia> | www.linkedin.com/in/xia-webster

EDUCATION

California Polytechnic State University, San Luis Obispo
Bachelor of Science Degree in Computer Science, June 2025
Graphics Concentration
GPA: 3.12

RELEVANT EXPERIENCE

Data Retention Specialist 2017 – Present

Reality Documentation Solutions (RDS), Portland Oregon

- Supported and organized company initiative to move all client data to the cloud
- Developed online quote request tool using Google AppScript
- Created public virtual tours deliverables for clients using 3DVista
- Demonstrated teamwork, time management, organization, and communication skills

Food Service Worker Summer 2023

Celebration Services, Ridgefield Washington

- Processed and received cash and card payments accurately and efficiently
- Prepared and served drinks and food to customers in a timely fashion
- Delivered quality customer service
- Maintained high performance in fast-paced environment

HEXA Roll Game Programming Project January 2022 – March 2022

California Polytechnic State University

- Built a number puzzle game inspired by 2048 with a five-person team using JavaScript
- Used HTML5 Canvas API to render hand drawn 2D graphics
- Performed debugging, troubleshooting, error analysis, and unit tests
- Applied data structures to implement game mechanics
- Utilized organizational, teamwork, and communication skills to meet deadlines

Treasurer September 2021 - December 2022

Gender Inclusive Gaming at Cal Poly

- Attained a \$450 club sponsorship
- Maintain clear and accurate records of club finances
- Complete payment requests and withdrawal forms

SKILLS and QUALIFICATIONS

Programming Languages: Python, Java, C, JavaScript, R

Fortinet NSE 1 Network Security Associate

Object-oriented programming, data structures, algorithm analysis and complexity,
Microsoft Windows, Microsoft Office, Google Suite, Adobe Illustrator, AWS, Photoshop,
InDesign, 3DVista Virtual Tour, Version control (Git), AutoCAD, Unix command line