

KAILA MANANGAN

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EDUCATION

California Polytechnic State University Pomona / 2023-present
B.S. Computer Science | Overall GPA: 3.53 | Expected Graduation Date: 12/2025
Relevant Coursework: User Interface Design and Programming, Systems Programming, Design and Analysis of Algorithms, Software Engineering

California State University San Marcos / 2021-2023
Cumulative GPA: 3.66
Relevant Coursework: Data Systems and Algorithms, Programming Languages, Linear Algebra, Assembly and Digital Circuits

SKILLS

Python
C++
HTML/CSS
Java
Django
Flask
Assembly
Tkinter
JavaScript

CERTIFICATIONS

Certified ScrumMaster / Expires: 12/30/2026

WORK EXPERIENCE

Associated Students Inc. Cal Poly Pomona / Projects and Operations Assistant / Projects and Operations Supervisor

January 2024 - current

- Managed marketing projects with constant communication and collaboration to ensure completion of the project and effective execution of the organization's marketing within four to six weeks of receiving the project from a client.
- Supervised and assisted a team of Projects and Operations Assistants through effective collaboration, consistent enforcement of workplace expectations, and improved training materials that would reduce the number of overdue projects.

theCoderSchool / Code Coach

October 2021 - January 2025

- Developed custom curriculums for students based on their skills, interests, and programming style that increased understanding of essential computer science skills within the span of a few weeks.

California State University San Marcos / Summer Camp Assistant

June 2023

- Assisted staff and volunteers through various STEM related activities by guiding students through professional discussions, lab assignments, and presentations.

PROJECTS

Neko Notebook / Dart / AndroidStudio

- Developed a mobile app that utilizes the pomodoro study method to assist users, reward users for completing the tasks on their to-do list, and allow users to adopt fictional cat study companions.

Item Search RPG / Unity / C#

- Created a program that prompts the player to collect items, dodge enemies, and deliver the items to the strange creature that has stopped by the town.