

# KATIE FUKUDA

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## EDUCATION

**UNIVERSITY OF CALIFORNIA, RIVERSIDE** — *COMPUTER SCIENCE, B.S.*

*BUSINESS MINOR*

SEPTEMBER 2016 - JUNE 2020

CURRENT GPA: 3.31

## EXPERIENCE

**HIRAIZUMI & NGO, LLP, IRVINE** — *OFFICE ADMINISTRATION*

JULY 2017 - PRESENT

- ❖ Part time in-office and remote administration work for legal office

**BLIZZARD ENTERTAINMENT, IRVINE** — *QUALITY ASSURANCE INTERN*

JULY 2015 - AUGUST 2015

JULY 2016 - AUGUST 2016

- ❖ Worked with a team in Quality Assurance on several Blizzard games for game testing, bug reporting, and new player feedback.

## EXTRACURRICULAR

**ASSOCIATION FOR COMPUTING MACHINERY- WOMEN (ACM-W), UCR** — *PRESIDENT*

NOVEMBER 2017 - PRESENT

- ❖ Chartered ACM-W (November 2017)
- ❖ Building a community of women programmers at UCR
- ❖ Starting first women-centric hackathon at UCR

**ASSOCIATION FOR COMPUTING MACHINERY (ACM), UCR** — *MEMBERSHIP CHAIR*

APRIL 2017 - JUNE 2018

- ❖ In charge of updating membership database and fees
- ❖ Coordinated a mentorship program for new students and student mentors

**HIGHLANDER GAMING, UCR** — *PUBLIC RELATIONS OFFICER*

DECEMBER 2016 - JUNE 2017

- ❖ Worked with a team to help create and promote events while keeping website and all social media platforms updated

**CITRUS HACK 2018, UCR** — *SPONSORSHIP FELLOW*

JANUARY 2017 - PRESENT

- ❖ Communicates with potential partnerships for Citrus Hack 2018

## PROJECTS

**CHECKN** — *ATHENA HACKS 2018*

- ❖ Application that would check users into an event using facial recognition from Microsoft Cognitive Services

**VIRTUAL PET** — *PERSONAL PROJECT*

- ❖ Made a virtual pet using an ATMEGA1284 microcontroller, Nokia 5110 LCD screen, 2x16 LCD screen, and a joystick

## PROGRAMMING LANGUAGES

C++

JAVA

C

## SKILLS

ADOBE PHOTOSHOP, ILLUSTRATOR

LATEX

## WORKING KNOWLEDGE

VERILOG

## RELEVANT COURSEWORK

DATA STRUCTURES AND ALGORITHMS,

MACHINE ORGANIZATION AND ASSEMBLY

LANGUAGE PROGRAMMING,

DISCRETE STRUCTURES,

SOFTWARE CONSTRUCTION,

LOGIC DESIGN,

DESIGN OF OPERATING SYSTEMS,

INTRO TO EMBEDDED SYSTEMS,

TECHNICAL WRITING,

INFORMATION TECHNOLOGY

MANAGEMENT