KAYLA MOCHIZUKI

(555) 555-5555 | janedoe@ucsd.edu

linkedin.com/in/mochizukikayla | github.com/kaylamochizuki

EDUCATION

University of California, San Diego (UCSD)   San Diego, CA

B.S. Computer Science and Mathematics   Expected March 2025

- GPA: 3.54/4.00, Provost Honors
- Relevant Coursework: Advanced Data Structures, Object Oriented Design, Computer Organization and Systems Programming, Linear Algebra, Numerical Analysis, Discrete Mathematics, Graph Theory, Statistics
- Study Abroad: Osaka University (Summer 2023)

EXPERIENCE

Gilead Sciences, Inc.   La Verne, CA

Project Management Office (PMO) Engineering Intern - Hybrid   December 2022 – Present

- Utilizing Microsoft Excel to compile and analyze data on packaging components and facilitating supplier comparisons for the efficient production of pharmaceutical products.
- Conducting comprehensive research on manufacturing materials by employing diagrams to meticulously document product specifications, while effectively organizing varied manufacturers.
- Transitioning manufacturing operations from paper to digital by using templates to organize key documents such as inventory levels, protocols, timelines, verifications, etc. Also, scanning and categorizing these documents into a digital library.

PROJECTS

Sudoku | C++, CLion, GitHub   November 2023 - December 2023

- Built a Sudoku application using a backtracking algorithm to systematically solve the Sudoku board, ensuring the verification of a solution.
- Improved user experience with features like number deletion and a versatile help page for actions such as quitting, revealing solutions, revisiting instructions, and receiving hints.

Love Letter Delivery | Python, Kivy (GUI), VSCode, GitHub, Procreate   October 2023 - November 2023

- Developed a cross-platform endless runner game, immersing players in the engaging role of a delivery bird responsible for the successful delivery of a love letter.
- Implemented randomized rendered routes, enabling versatile movement through both keyboard and touchscreen interfaces, maintaining a dynamic moving perspective, and incorporating a score system.
- Designed digital artwork using Procreate, wrote an original storyline, and utilized music in gameplay.

Trash Pandas | C#, Unity, VS, Github   October 2023

- Collaborated with 3 teammates in developing a 2D top-down bullet hell game in 2 weeks.
- Implemented player movement featuring diverse directional perspectives, and a shooting mechanism responsive to the user's mouse position, seamlessly adaptable to touchpad or mouse control.

SKILLS & EXTRACURRICULARS

- **Programming:** C/C++, Java, Python, MATLAB, Html, CSS, JavaScript
- **Tools:** Linux, JUnit, gdb, Valgrind
- **Software:** GitHub, VSCode, CLion, Microsoft Office, Google Suite, Unity
- **Clubs:** UCSD Video Game Development Club, UCSD Hiking
- **Volunteering:** Note Taker for the UCSD Office for Students with Disabilities Spring 2022 and Fall 2023