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# Kiana McCullough

## Computer Science

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## Education

### University of California, Riverside

- Bachelor of Science in Computer Science
- GPA: 3.34, Honors: Dean's Honor List 2017 Winter Quarter and 2020 Spring Quarter

## Experience

- **AppJam+ Program Mentor**, Riverside, CA, Spring and Winter of 2019
  - Taught and helped students to create a mobile application giving them a creative hands-on experience in mobile application development
  - Educated middle school students about STEM fields
  - Effectively led and managed a classroom environment
  - Created and organized program schedule with other mentors in order to have completed products for the end of the program showcase/competition

## Technical Skills

- **Programming Languages:** C++, C#, Java, Python, SQL, Javascript, HTML/CSS
- **Tools/Softwares:** Git, Github, Visual Studio Code, Eclipse, Unity Engine, MySQL, Adobe Photoshop
- **Operating Systems:** OS X, Windows 10

## Course Projects

- **Don't Die (C#)**, 2020
  - Collaborated with a team of five to program and design a 2D survival role-playing game on Unity game engine
  - Created scripts from scratch using Visual Studio Code
  - Used Unity's version control to collaborate with teammates
- **UsTube (Python, Javascript, HTML/CSS)**, 2020
  - Developed a web application with a team of four that allows you to view the youtube database and analytics (or any imported video CSV file)
  - Utilized Flask framework for backend and frontend communication
  - Used Github and Git version control to coordinate and collaborate with teammates
  - Implemented features such as add, edit, and delete where users can modify the database in use
- **Pong Game (C)**, 2018
  - Built a 1 vs 1 game on an 8x8 LED matrix using an Atmega1284 microcontroller
  - Designed it so that players use buttons to navigate and scores are displayed on a LED screen

## Relevant Coursework

Software Engineering, Software Testing and Verification, Design and Architecture of Software Systems, Data Structures and Algorithms, Discrete Structures, Machine Learning, Artificial Intelligence, Machine Organization and Assembly Language, Graphics and Electronic Games