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Amelia Rawlings

ME

I chose to move into computer science after performing rudimentary automation in my previous career and discovering that I had a strong passion for developing and creating applications that made the day-to-day life a easier. I have spent the past few years working towards my goal of a Bachelor's Degree in Computer Science and have picked up an Associate's in CS along the way.

SKILLS

LANGUAGES:

- Java
- C/C++
- Visual Basic
- MASM
- HTML/CSS

ASSISTWARE:

- GitHub/git
- NetBeans
- HTML/CSS

MAJOR CLASSES:

- Analysis of Algorithms
- Operating System Principles
- Human Computer Interactions
- Software Engineering

PROJECTS

SOCCE-BOT — *ARDUINO ROBOT*

JANUARY 2018 - PRESENT

- Identifies object (ball)
- Moves to intercept object
- 'Kicks' object away
- Avoids moving outside of playing field

LAZARUS — *JAVA COMPUTER GAME*

DECEMBER 2017

- Reused Ground Wars' Classes
- Single Player, Multi Level

GROUND WARS — *JAVA COMPUTER GAME*

NOVEMBER 2017

- Multiplayer, single computer/keyboard
- Win/Lose Logic
- Collision Detection

EDUCATION

San Francisco State University, California *Bachelor Of Science*

August 2017 - December 2018 (Anticipated)

Computer Science

Diablo Valley College, California *Associates Of Science*

May 2016 - May 2017

Computer Science - Advanced Java Programming

PREVIOUS LIFE

United Technologies Corporation *Manufacturing Planner*

September 2013 - September 2015

- Maintain multiple product lines
- Dynamically schedule production build to align with competing customer demands
- Schedule annual certification checks

United Technologies Corporation *Continuous Improvement Leader*

January 2012 - September 2015

- Maintain quality metrics
- Lead morning stand-up meetings
- Identify and lead improvement

LINKS

GitHub - <https://github.com/AmeliaRawlings>

Twitter - https://twitter.com/Innocent_Amelia

LinkedIn - <https://www.linkedin.com/in/ameliarawlings/>