

LAURA S. CASTRO VENEGAS

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EDUCATION

Columbia University, New York City, NY

(Expected Graduation: May 2023)

B.S. Computer Science, Minor in Applied Mathematics

GPA: 3.8 (4.0)

Relevant Coursework: Malware Analysis and Reverse Engineering, Artificial Intelligence, Operating Systems, UI Design, Advanced Programming, Data Structures (Java), Intro to Computing for Engineers and Applied Scientists (Python), Fundamentals of Computer Systems, Discrete Mathematics, Computer Science Theory

TECHNICAL SKILLS

Programming Languages: Java, C, Python, JavaScript, PHP, x86 Assembly, HTML, CSS

Technologies/Environments: React, React Native, ReactVR, Node.js, GraphQL, SQL, Express, Flask, Windows, Linux, Git, Mercurial, GitHub, MongoDB, Arc Publishing

CAD Software: AutoCAD (Certified), SolidWorks (Certified), Mastercam (Certified), Revit, Fusion 360

Foreign Languages: Spanish (Fluent), German (Intermediate Level)

EXPERIENCE

Columbia University Computer Science Department, New York City, NY

September 2022 – Present

Course Assistant, COMS W4170: User Interface Design

- Mentor five student teams in the design process of a UI Design-focused semester project, facilitating check-in meetings and providing extensive formal feedback on a weekly basis.
- Develop lecture materials for the 125-student course, assist in answering student questions, and hold Drop-In hours once a week to provide advice and support to students.

Columbia Daily Spectator, New York City, NY

February 2020 – Present

Head of Engineering, January 2022 – Present

- Oversee the development of various full-stack development projects such as the Spec Mobile App, theShaft, LionClubs, Columbia Spectator Website, CULPA, and Special Edition Pages by managing and delegating tasks to five development teams of 30 software developers, which has resulted in the increase of user engagement and over 80,000 weekly pageviews on the [Columbia Spectator](#) website alone.
- Run an 8-week full-stack development Bootcamp every semester for 10 Trainees, covering topics like HTML and CSS, Frontend Development with ReactJS, Backend Development with Express and Node, Databases, and APIs.

Engineering Manager, January 2021 – December 2021

- Led a team of five developers in web app development projects, such as [LionClubs](#) and the [Women's History Month Issue](#), which increased readership for the Columbia Spectator.

Associate Developer, January 2020 – December 2020

- Worked with a team to upgrade campus-wide web projects using JavaScript, React, and Express such as [theShaft](#), a web app that aids students with their research for housing selection, resulting in a 15% increase in user engagement and improvement in user experience.

Meta, Menlo Park, CA

Software Engineering Intern, VR Social Identity and User Experiences Eng Team

March 2022 – August 2022

- Implemented search and sort algorithms and features on the Oculus website, mobile app, and VR headset using ReactJS, React Native, ReactVR, Android Java, JavaScript, and GraphQL, which drastically improved social experiences for Oculus users across platforms.
- Aided in launching a 6-month project focused on the creation of Meta accounts and new user flows to support them.

FBU for Engineers Intern, Android Team

June 2021 – August 2021

- Created a full-stack Android application in Java, [Booksmart](#), that utilized Firebase and a Parse Database.
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RELEVANT PROJECTS

DoordleDash, Lead Developer

May 2022 – June 2022

- Developed a Wordle-like game for DoorDash, [DoordleDash](#), which attracted more than 350 daily users and increased DoorDash Student Pass subscriptions among Columbia students by 30%.

Booksmart, Lead Developer

June 2021 – August 2021

- Developed an Android app in Java. The platform is a Marketplace for college students to buy and sell textbooks and supplies, share study materials, and connect with other students at their own college.

EasyCal, Product Designer

October 2021 – November 2021

- Designed a high-fidelity prototype using Figma for [EasyCal](#), a single-page web application that features a dashboard, a calendar, an assignment tracker, and an automated pacer timeline.

ListIt, Lead Developer and Product Designer

November 2021 – December 2021

- Designed a high-fidelity prototype using Figma for [ListIt](#), a mobile app for creating, sharing, and discovering lists.
 - Developed the Mobile App utilizing ReactJS, JavaScript, and CSS.
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HONORS/AWARDS: The Gates Scholarship Scholar (1 of 300 Scholars out of 30,000 applicants), The Dan Smullyan Memorial Award for Columbia Citizenship (April 2022), Excellence in the German Language (Issued by General Consulate of Germany – May 2021), Dean's List (Fall 2019, Spring 2020, Fall 2020, Spring 2021, Fall 2021, Spring 2022)