

Liliana Guerrero

619.550.8752 | lilianaguerrero99@gmail.com

Github: lilianaguerrero99

<https://www.linkedin.com/in/liliana-guerrero-167a67207>

<https://lilianaguerrero99.github.io/>

PROFESSIONAL PROFILE

Highly motivated recent graduate with experience in customer service, teaching, and student support. Possesses a bachelors degree in computer science and a strong understanding of programming languages such as Java, C, and C++. Excels in explaining complex concepts to others and providing exceptional customer service. Skilled in object-oriented programming, teamwork, and independent project development. Aiming to leverage education and experience to obtain a position in the technology industry.

EDUCATION

San Diego State University

Bachelors in Computer Science | 2021

- Data Structures (Java)
- Programming Languages (Java, C, C++)
- Computer Architecture (Logic Gates)
- Systems Programming (C, C++)
- Operating Systems (C, C++)
- UNIX Systems
- Software Engineering (Java, PHP, CSS)
- Algorithms & Their Analysis
- Wireless Networks
- Computer Security
- 3D Game Programming (Unity, C#)

PROGRAMMING LANGUAGES

- Java
- HTML & CSS
- PHP & Javascript
- Intermediate C, C#, C++
- Intermediate Github
- UNIX Systems

HIGHLIGHTS

Computer Software:

- **Comprehension of object-oriented methods such as public, private, and protected in Java and C++**

Teamwork:

- Developed, and tested with my team a disassembler program for an XE variant of the SIC/XE family of machines.
- Designed and developed an app and website with my team to make a pet tracker using GPS and Google Maps API.
- Designed, developed, and tested with my team a website and our own API's using MYSQL, Spring Boot, Java, Groovy, Javascript, HTML, CSS.
- Designed and developed a 3D video game with my team to make an endless runner game using C# and Unity.
- Developing an app with one partner who is a UX and UI developer using Figma and Android Studio.

Independently:

- Designed and developed a coin app in Android Studio using Java.
- Designed and developed a 2D character generator in Unity using C#.

PROFESSIONAL EXPERIENCE

ESS Program Aide April 2022 – Present

La Mesa-Spring Valley School District | La Mesa, CA

- Provide educational support to students in completing homework assignments and understanding new subject matter, including coding and programming.
- Foster a collaborative and inclusive learning environment by adapting teaching styles to individual student needs, effectively communicating concepts in a variety of ways to maximize comprehension and engagement.
- Demonstrate strong organization and planning skills, effectively coordinating with colleagues and faculty to provide the highest level of support to students.

Cashier / Customer Service Jan 2018 – Aug 2021**Taco Bell | San Diego, CA**

- Excelled in customer service by taking orders and answering questions, providing a welcoming and positive experience for all patrons.
- Demonstrated strong multitasking skills in a fast-paced environment, managing multiple tasks such as taking orders, handling cash and credit transactions, and maintaining cleanliness and organization of the front counter.
- Developed effective communication skills by working collaboratively with team members and management and resolving customer concerns in a professional and timely manner.

Data Structures Teaching Assistant May 2020 – Dec 2020**San Diego State University | San Diego, CA**

- Facilitated student learning and comprehension of Data Structures course material through one-on-one assistance, tutoring, and programming guidance.
- Effectively communicated complex programming concepts and problem-solving strategies through clear and concise explanations, encouraging students to develop their own solutions.
- Contributed to the grading of student assignments, providing valuable feedback and recommendations for improvement to help students succeed.