Elizabeth Perez

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EDUCATION

University of Maryland – College Park, MD   May 2024
Bachelor of Science, Computer Science   GPA: 3.5

Montgomery College – Rockville, MD   May 2022
Associate of Arts, Computer Science   GPA: 3.7
Associate of Science, Computer Gaming and Simulation

Relevant Coursework: (Game Dev) Intro to Game and Simulation Dev, Game Programming, Building Game Worlds & Levels, Board Game Design, Programming Handheld Systems, Intro to Animation, Animation 2, (Computer Science) Intro to Computer Systems, Algorithms, Organization of Programming Languages, Advanced Data Structures, Technical Writing, Computer & Network Security, Web App Dev, Intro to AI

TECHNICAL SKILLS

Programming Languages: (Expert) C, JavaScript, HTML, CSS, (Proficient) C#, Java, Python, (Intermediate) Kotlin, R, SAS
Game Dev: Unity, Maya, Itch.io
Multimedia Editing: Adobe Premiere Pro, Adobe Animate, Logic Pro X
Operating Systems: Microsoft Windows, Linux Ubuntu, Mac OS

RELEVANT PROJECTS

Unity Games:	Portfolio Website:	GitHub Repos:
https://lizziejperez.itch.io/	https://lizziejperez.github.io/	https://github.com/lizziejperez

EXPERIENCE

MCC Camp Assistant Instructor   June – August 2022, 2023, 2024
Montgomery College, Montgomery Can Code, Summer Coding Camp   In-Person & Remote
- Taught 202 students, grades 6-8, to code in Swift with Swift Playgrounds
- Guided students to design an app to solve a real problem for a Montgomery County nonprofit organization and to create their own app prototypes
- Assisted students with any technical issues regarding login or the MCPS iPads

STEM Learning Assistant   August 2021 – December 2021
Montgomery College, Computer Science I   Remote
- Supported 25 students in study and review sessions
- Presented two chapters of Computer Science I class material
- Helped the students install and use Eclipse and Java
- Completed pedagogy training to learn how promote active learning and professionally communicate with students

MC-NIST Internship   January 2021 – August 2021
National Institute of Standards and Technology, Materials Measurement Laboratory, Material Science and Engineering Division, Polymers Processing Group   Remote
- Developed an app interface for an autonomous measurement robot, designed to help formulate complex mixtures for household products
- Utilized JavaScript, HTML, CSS, and Python for development
- Worked under the guidance of a NIST research advisor through weekly meetings