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

TECHNICAL SKILLS

Languages: C, JavaScript, C#, Java, Python, Kotlin
Web: HTML, CSS
Frameworks/Tools: Flask, Unity, Git, Linux

EXPERIENCE

MC-NIST Internship | January 2021 – August 2021
National Institute of Standards and Technology (NIST) | MD (Remote)

- Built a web-based control interface for an autonomous materials measurement robot, enabling centralized monitoring of distributed instrument-control systems
- Developed a Flask backend for routing, server-side logic, and communication with instrument-control services
- Implemented dynamic frontend components (JavaScript/HTML/CSS) to display real-time status and experiment data
- Consolidated monitoring outputs into a centralized dashboard to improve experiment visibility and efficiency

Instructor and Tech Associate | May 2025 – Present
CodeAdvantage LLC | DC/MD/VA (On-site)

- Configure and maintain distributed classroom technology environments across multiple sites (OS setup, software deployment, system updates)
- Diagnose and resolve hardware/software issues to minimize downtime and ensure lesson continuity
- Manage inventory, asset tracking, and deployment logistics for laptops and LEGO robotics kits

STEM Learning Assistant | Aug 2021 – Dec 2021
Montgomery College, Computer Science I | MD (Remote)

- Led weekly study sessions for ~25 students covering Java fundamentals, debugging, and problem-solving
- Supported environment setup (Eclipse configuration, Java installation) and provided code review help
- Moderated a course Discord server to streamline technical communication and peer collaboration

Camp Instructor | Summers (June – August) 2022 – 2025
Montgomery College, Montgomery Can Code, Summer Coding Camp | MD (Hybrid)

- Taught 200+ middle school students programming fundamentals using Swift and Swift Playgrounds
- Guided teams to design app prototypes addressing real nonprofit use cases

PROJECTS

Portfolio Website: https://lizziejperez.github.io/ – Designed and deployed a responsive portfolio showcasing interactive systems and full-stack projects using modular HTML/CSS/JavaScript architecture.

Unity Games: https://lizziejperez.itch.io/ – Developed 2D/3D interactive systems in Unity using C#, implementing state-based mechanics, object-oriented design, and modular gameplay architecture.