

**PROFILE**

- Junior Software Developer seeking entry-level job.
- Computer Science background and over 2 years of experience in software and web development.
- Bilingual: Fluent in English and Spanish.

**EDUCATION**

**M.S., Computer Science** (2017),  
University of California, Santa Cruz.  
**B.S., Computer Science** (2012),  
University of Puerto Rico, Río Piedras.

**EXPERIENCE**

**Graduate Student Researcher.** UC Santa Cruz. (Sep 2012 - Jul 2019).

> *Online Learning System for People with Developmental Disabilities.*

- Lead development of high-fidelity prototype web application.
- Implemented server-side of high-fidelity prototype web application.
- **Tools:** HTML, CSS, JavaScript, PHP and SQL.

> *Document Formatting Tools for Blind Word-Processor Users.*

- Lead iterations of user-centered design and development of prototypes.
- Designed and developed research tools as Microsoft Word and Excel Add-in applications.
- Implemented high-fidelity prototypes as Microsoft Word Add-in applications.
- **Tools:** Visual Studio, Visual Basic and C#.

**Teaching Assistant.** UC Santa Cruz. (Sep 2018 - Jul 2019).

> *CMPS 183 - Web Applications. (Fall 2018 and Spring 2019).*

- Assisted in teaching design and development of interactive, dynamic web applications.
- **Tools:** Python, web2py, HTML, CSS, JavaScript, Vue.js, SQLite and Git (GitHub and Bitbucket).

> *CMPS 102 - Introduction to Analysis of Algorithms. (Winter 2019).*

- Assisted in teaching methods for designing, implementing and analyzing algorithms.

**Web Developer.** ACM's Special Interest Group on Accessible Computing. (Jan 2017 - Oct 2018).

- Cowrote guide and developed form for conferences to create their own Accessibility FAQ page.
- **Tools:** HTML, CSS and JavaScript.

**Web Chair.** Int ACM SIGACCESS Conference on Computers and Accessibility. (Sep 2015 - Oct 2018).

- Developed interactive, responsive and accessible conference websites.
- **Tools:** HTML, CSS, JavaScript and jQuery.

**Independent Contractor.** Institute of Consumer Money Management. (Oct - Dec 2017).

- Improved VR app's usability by improving and adding animation scripts and state machines.
- **Tools:** Unity, C# and GitHub.