

PROFILE

- Jr Software / Web Developer seeking entry-level roles.
- 2+ years of experience in software and web development: <https://lommoral.github.io/web-portfolio/>.
- 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.