

Lorena Aguilera

Software Engineer

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EDUCATION

Bachelor of Science in Computer Science

Jan. 2021 - May 2023

University of the Pacific, Stockton, CA

Relevant Coursework: Computer Systems and Networks, Design and Analysis of Algorithms, Software Engineering, Application Development, Human-Computer Interface Design, Data Structures

SKILLS

- | | | | |
|-----------|--------------|----------------------------|----------------------------------|
| • C / C++ | • JavaScript | • Debugging / Unit Testing | • Software Development Lifecycle |
| • Java | • React | • GIT / GitHub | • User Interface Programming |
| • Python | • SQL | • Scrum | • User Experience Design |

PROJECTS

PROFESSIONAL WEBSITE – Web Development

Current

- Developing an online portfolio that showcases a UI/UX, networking, and programming projects
- Building interface using HTML, CSS, JavaScript, and React along with UX fundamentals
- Featuring mouse hovering animation and navigation bar dynamically updated on Visual Studio
- Hosting live website on GitHub server and encrypted using SSL certificate

CHESS ENGINE – Computer Software

March 2023

- Developed a virtual chess game on a team of 3 using C++, Visual Studio, and GitHub
- Programmed screen functionality with Windows API to track board space logic using 2D array and upload, change position, and capture chess pieces
- Refactored game logic and user interface code to increase speed and efficiency

MOCK DEBUGGING TOOL – Computer Software

April 2022

- Developed an educational debugging simulator aimed at new programming students
- Built program as lead user interface engineer using Java, Eclipse IDE, and GIT
- Focused program to teach breakpoint usage, stepping into/over code, and reading variable tables
- Developed entire project through Scrum sprints that focused on user stories, product backlog, customer feedback, daily stand-ups, and retrospectives

HTTP DOWNLOAD CLIENT – Networking

Oct. 2021

- Wrote and launched a Python3 client to server socket program to retrieve files from a HTTP server
- Automated request to include HTTP1.1 protocol usage, domain name of server and port number
- Programmed client to receive responses using socket module in increments of 64kB per system call
- Arranged received file to be automatically stored to local disk and displayed onto the screen

EXPERIENCE

INFORMATION TECHNOLOGY INTERN – City of Stockton, Stockton CA

July 2022 – Jan. 2023

- Exceeded performance expectations by configuring and deploying over 100 devices with a focus on verifying network security certificates, establishing VPN connectivity, and executing firmware updates
- Collaborated with IT staff to devise and implement technical solutions, ensuring premium support
- Independently tracked, documented, and resolved over 75 technology support incidents while prioritizing last-minute requests resulting in increased team productivity and alleviated team workload