

# MARIA DEL PILAR CHIA QUISPE

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## EDUCATION

**University of North Carolina at Chapel Hill** – Chapel Hill, NC

**December 2025**

*Bachelor of Science, Computer Science and Bachelor of Arts, Communication and Media Studies*

**GPA:** 3.9

**Honors:** Dean's List

**Asheville-Buncombe Community College** – Asheville, NC

**May 2023**

*Associate in Science and Arts*

**GPA:** 4.0

**Honors:** Dean's List

## SKILLS

- **Languages:** Java, Python, JavaScript, C, C#, C++
- **Frameworks and Tools:** React, HTML, CSS, Git/GitHub/GitLab, Visual Studio Code, IntelliJ, JUnit, Docker, Linux, Windows, Photoshop, Illustrator, SketchUp, Microsoft Office
- **Languages:** Fluent in English and Spanish.

## EXPERIENCE

**UNC Girls Who Code** – Chapel Hill, NC

**August 2024 – Present**

*Teaching Assistant*

- Assisted in leading after-school coding classes in Python for middle and high school girls, fostering a supportive environment for women to explore programming and technology while increasing their participation in the field.
- Improved student performance by explaining concepts in detail and working with them one-to-one.

**UNC CEMALB** – Chapel Hill, NC

**August 2023 – Present**

*Social Media and Website Manager*

- Designed and managed content for social media platforms using Photoshop and Illustrator while driving user engagement and promoting public awareness of important health topics.
- Managed and updated the department's website while optimizing user experience and implementing design improvements.

## PROJECTS

**[Portfolio Website](#)** – Personal Project

**October 2024**

- Developed a personalized personal portfolio using **HMTL**, **CSS**, **JavaScript**, and the **React** Library.
- Incorporated animations to enhance user experience and present projects and skills in a responsive format.

**[Check-out Challenge](#)** – Personal Project

**October 2024**

- Developed a 3D housekeeping game in **Unity** using **C#** and personalized 3D models created in **SketchUp** to improve coding and design skills.
- Designed entertaining room maintenance gameplay featuring tasks, such as item collection, cleaning, and inspection to enhance player interaction.

**[Sprout Script](#)** – Pearl Hacks Team Project

**February 2024**

- Developed an educational game in **Python** with **Pygame** designed to break barriers for young women in Computer Science by helping girls build coding skills through nurturing a digital plant.
- Collaborated with a team of four to design a game that promotes interactive learning, creating a fun environment for girls to explore coding.

**[Double Space](#)** – UNC Game Development Club Team Project

**October 2023**

- Developed an award-winning, story-driven adventure game set in space, using **JavaScript** and **GScript** for a game jam.
- Collaborated with a team of four to create action-packed gameplay and immersive storytelling, contributing to a successful and engaging project.

## ACTIVITIES

**UNC LATINOS IN TECH, A SHPE CHAPTER**, Member, Spring 2024 – Present

**UNC GAME DEVELOPMENT CLUB**, Member, Fall 2023