MIRIAM AGUILAR

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EDUCATION

Occidental College, Los Angeles, CA   **August 2020 – May 2024**
Bachelors of Arts in Computer Science   *GPA: 3.85*
Coursework: Advanced Programming, Algorithms Analysis, Computer Organization, Computability and Complexity, Cryptography, Data Structures, Discrete Mathematics, Game Design, Linear Algebra

TECHNICAL SKILLS

Skills: JavaScript, Java, Python, C#, HTML/SCSS, React.js, Node.js, Jest, BitBucket, Docker, Confluence, UnityHub

EXPERIENCE

Beyond Limits   **June 2023 – August 2023**
Software Engineer Intern   *Glendale, California, USA*
- Contributed to the development of a key front-end feature using React.js.
- Collaborated with a UX designer on features being implemented.
- Participated in team discussions, stand-up meetings, and code reviews.
- Leveraged APIs for data fetching and posting to provide real-time updates.
- Updated unit tests using Jest to validate the behavior of UI components and ensure code quality.
- Managed project tasks and progress using Jira, ensuring alignment with the team's goals and project milestones.

Occidental College   **September 2021 – May 2023**
Technical Support Representative   *Eagle Rock, California, USA*
- Document problems, solutions, requests, and tasks in the ITS Support issue-tracking system.
- Performed aspects of problem resolution (diagnosis, troubleshooting, resolution documentation).

Lavner Camps   **June 2022 – August 2022**
Assistant Director & Technology Instructor   *Los Angeles, CA, USA*
- Collaborated with a team of directors to evaluate instructors, IT interns, and campers to ensure individual camps were following the curriculum and had the necessary inventory.
- Managed payroll, mitigated issues amongst staff, communicated with building managers, and filed camp reports.
- Instructed several technology camps, including Coding (Scratch, Java, Python) and Game Design.

PROJECTS

MERN Stack Web Application | *React.js, Node.js, Express.js, MongoDB Git*   **December – January 2023**
- Developed and maintained a NoSQL database to store workouts.
- Created a server using Node.js and Express to fetch data from the MongoDB database.
- Coded the front-end code using React (JavaScript and HTML/CSS) to display workouts to the client.

Itch Video Game | *UnityHub, Itch.io Git*   **September – May 2023**
- Developed a video game in C# using Unity Hub and published it to Itch.io.
- Conducted game testing focused on the user experience through play testing and surveys.

Hackathon COVID Productivity Website | *GitHub, JavaScript, HTML/CSS Git*   **November 2021**
- Collaborated to design and built a productivity website using HTML, JavaScript, and CSS.
- Lead in product design from the conceptualization to the final presentation.
- Developed a video presentation demonstrating the purpose and goals of the website to a Hackathon panel.

OTHER

Social Media Manager | *Canva, Facebook*   **April 2022 – July 2023**
- Cooperated with a team to coordinate media posts within various departments.
- Managed the departments' Facebook account by developing, updating, and maintaining media posts.
- Support to prepare and distribute plans, agendas, and events.