

# MONICA ANDRES

## COMPUTER SCIENCE

<b>CONTACT</b>		monicaships@gmail.com [858]-444-0432		<b>LINKS</b>		mols2ma.github.io Linkedin.com/in/msandres	
EDUCATION		CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO B.S. Computer Science, <b>June 2021</b> Minor in Computing for Interactive Arts  Overall GPA <b>3.69</b> Class Standing <b>Senior</b> <b>Relevant Coursework:</b> Data Structures Object-Oriented Programming Systems Programming Design & Analysis of Algorithms Intro to Computer Graphics Intro to Software Engineering					
SKILLS		<b>Programming Languages:</b> Python   Java   C/C++ Javascript   HTML   CSS OpenGL		<b>Computer:</b> Git   Linux Adobe Illustrator   Photoshop Maya		<b>Programs, Frameworks:</b> Bootstrap   Flask MongoDB   MySQL Jira   Slack	
WORK		<b>Media Tech Intern, Advanced Media Engineering</b> — NBCUniversal — Remote June 2020 — August 2020 <ul style="list-style-type: none"><li>• Learned full-stack dev to create webapp to improve the team’s use of licensing streaming probes</li><li>• Developed python scripts to efficiently aid in team’s automation of UDP outbound port checking</li><li>• Utilized UX principles improve research and UI design for intern group project</li></ul> <b>Test Processor</b> — Disability Resource Center — Cal Poly SLO September 2018 — Present <ul style="list-style-type: none"><li>• Approved and processed over 50 exam requests per week that students send to take exam at the DRC to help accommodate their disability to give them equal opportunity at campus life</li></ul>					
LEADERSHIP		<b>Director of Events &amp; Experience Team</b> — Camp PolyHacks— Cal Poly SLO June 2019 — April 2020 <ul style="list-style-type: none"><li>• Organized an annual student-run multidisciplinary hackathon with 12 other students</li><li>• Directed a sub-team of 5 that planned and executed the 24-hour hackathon from start to finish</li><li>• Lead event with an attendance of over 120 people, including students, faculty, and sponsors</li></ul> <b>Core Coordinator</b> — Asian American Christian Fellowship— Cal Poly SLO June 2020 — Present <ul style="list-style-type: none"><li>• Head of a 50+ fellowship on campus</li><li>• Lead a team of 12 students that plan, organize, and execute year-long events</li><li>• Transitioned fellowship into an entirely virtual setting</li></ul>					
PROJECTS		<b>Doggy Debris</b> — Intro to Computer Graphics — Cal Poly SLO Winter 2020 <ul style="list-style-type: none"><li>• Created an interactive 3D computer graphics game using C++ and OpenGL</li><li>• Utilized collision detection, shaders, and different obj files to create a first-person game</li></ul> <b>Club Website</b> — Asian American Christian Fellowship — Cal Poly SLO Summer 2019 <ul style="list-style-type: none"><li>• Worked with a team of 5 to build club website from scratch</li><li>• Created and iterated prototypes of website’s initial design and implemented with HTML and Bootstrap</li></ul> <b>LZW Compression</b> — Systems Programming Course — Cal Poly SLO Spring 2019 <ul style="list-style-type: none"><li>• Recreated a file compression algorithm in C using a divide and conquer approach within 1 week</li><li>• Utilized decomposition and incremental development to efficiently finish compression</li></ul>					