

MONICA ANDRES

COMPUTER SCIENCE

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EDUCATION		CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO B.S. Computer Science, June 2021 Minor in Computing for Interactive Arts Overall GPA 3.69 Class Standing Senior Relevant Coursework: Data Structures Object-Oriented Programming Systems Programming Design & Analysis of Algorithms Intro to Computer Graphics Intro to Software Engineering					
SKILLS		Programming Languages: Python Java C/C++ Javascript HTML CSS OpenGL		Computer: Git Linux Adobe Illustrator Photoshop Maya		Programs, Frameworks: Bootstrap Flask MongoDB MySQL Jira Slack	
WORK		Media Tech Intern, Advanced Media Engineering — NBCUniversal — Remote June 2020 — August 2020 <ul style="list-style-type: none">• Learned full-stack dev to create webapp to improve the team’s use of licensing streaming probes• Developed python scripts to efficiently aid in team’s automation of UDP outbound port checking• Utilized UX principles to improve research and UI design for intern group project Test Processor — Disability Resource Center — Cal Poly SLO September 2018 — Present <ul style="list-style-type: none">• 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					
LEADERSHIP		Director of Events & Experience Team — Camp PolyHacks— Cal Poly SLO June 2019 — April 2020 <ul style="list-style-type: none">• Organized student-run, multidisciplinary hackathon to make the experience smooth and enjoyable• Directed sub-team of 5 from team of 12 students that planned & executed 24-hour hackathon while I enhanced my team's soft skills and personal goals Core Coordinator — Asian American Christian Fellowship— Cal Poly SLO June 2020 — Present <ul style="list-style-type: none">• Head of a 50+ fellowship on campus where I comfortably guide the students in their faith• Lead a team of 12 students to aid them with planning, organizing, and executing year-long events• Transitioned fellowship into an entirely virtual setting while maintaining focus on relationships					
PROJECTS		Split! — Webapp — Personal Summer 2020 <ul style="list-style-type: none">• Created a webapp using HTML and Javascript that automatically splits a receipt between a group• I eased the process of manually dividing amounts by providing an easy mobile-friendly interface Doggy Debris — Intro to Computer Graphics Course — Cal Poly SLO Winter 2020 <ul style="list-style-type: none">• Created an interactive 3D computer graphics game using C++ and OpenGL• Utilized collision detection, shaders, and different obj files to create a first-person game LZW Compression — Systems Programming Course — Cal Poly SLO Spring 2019 <ul style="list-style-type: none">• Recreated a file compression algorithm in C using a divide and conquer approach within 1 week• Utilized decomposition and incremental development to efficiently finish compression					