MONICA ANDRES

SKILLS

Languages
- Scripting: **Python, JavaScript, TypeScript, Shell**
- High-level: **Java, C, C#**
- Other: **HTML, CSS, YAML**

Technologies
- AWS: **Lambda, s3, Kinesis, ECS, ECR, Fargate**
- Database: **MySQL, mongoDB, AWS RDS**
- Frameworks: **NodeJS, AngularJS, Bootstrap, Flask**

Tools
- Dev: **Git Version Control, CLI, VS Code**
- Design: **Adobe Photoshop, Illustrator, XD, Figma**

CONNECT

- **Monicaships@gmail.com**
- **Mols2ma.github.io**
- **LinkedIn.com/in/msandres**

EDUCATION

California Polytechnic State University, SLO   2017-2021

- B.S. **Computer Science**
- Minor in **Computing** for **Interactive Arts**

EXPERIENCE

NBCUniversal // Remote   July 2021 - Now
2-Year Technical Rotational Program

First Rotation // Enterprise IT Development   July 2021 - Now
Full Stack Web Developer // Media Tech Associate

- Stopped tedious steps done by developers by introducing new CI/CD tool to automate deployment of web app's ECS instance to production in Fargate + lower environments in s3
- Increased adoption of CI/CD tool in web app's workflow by leading presentation + demo of DevOps practices + tools using online research + Concourse CI
- Enhanced dev's experience by researching + implementing existing technologies using Slack Apps + Compodoc
- Promoted thorough testing + prevented tech debt by improving readability of business logic + user-flows of existing processes by creating visual diagrams using Lucidchart + UI/UX principles
- Made styling + building quicker + scalable by building web app's UI using BEM methodology and Angular Material
- Worked with team of 10 to build and maintain an internal CRUD web app using Angular, Flask, and AWS microservices through TypeScript + Python

NBCUniversal // Distribution Engineering   July 2020 - November 2020
Full Stack Web Developer // Media Tech Intern

- Increased readability of team's data on external tools by transforming data with visual, interactive tables + grids into internal web-app using best UI/UX practices for accessibility, Bootstrap, HTML, and CSS
- Decreased human-error + time spent by team on manual workflows done on external tools by automating the steps into internal web-app using REST APIs + JavaScript
- Improved team's productivity by consolidating multiple workflows on different external tools into one internal web-app using jQuery, JavaScript, and HTML
- Sole full-stack developer, in team of five focused on video-stream engineering, responsible for exploiting benefits of web-technologies to increase efficiency of team's existing workflows

PROJECTS

Inn Reservations CLI Tool // Intro to Database Systems   June 2020
Course Project

- Worked with team of 3 to build CLI tool used to simulate crud operations for inn reservations
- Made logic concise + readable by choosing functional programming to handle reservation logic using Java
- Increased speed of extracting and using data by using SQL queries to store reservation data

Camp PolyHacks Event // Cal Poly, SLO   June 2019 - May 2020
Director

- Helped planning team balance school, personal work, and hackathon by creating 8-month roadmap from scratch to guide planning using Google Suite
- Increased hackathon participation + sponsors by 25% by leading weekly meetings to breakdown roadmaps, focus on timely engagement solutions, and delegate tasks
- Led a team of 5 to plan Wand execute 36-hour hackathon