

MARÍA PAULA MORA

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EDUCATION

Dartmouth College, Hanover, NH

Jun 2022

Bachelor of Arts, Major: Computer Science Modified with Digital Arts, Minor: Psychology

GPA 3.93/4.0

- Relevant Coursework: Software Design & Implementation, Foundations of Applied Computer Science, Object-Oriented Programming, 3-D Digital Modeling, Computer Animation, Game Design Studio
- Honors: College Honor List (top 15% of annual grade averages), James O. Freedman Presidential Scholar, Sophomore Scholars Research Assistant, 6 Citations for Academic Excellence

SKILLS

- Computer Languages: Python, Java, C, C++, C#, Linux, Bash/Unix Shell, and HTML/CSS
- Technical Strengths: Autodesk Maya, 3-D Digital Modeling, MNE analysis, Machine Learning, Virtual Reality, Unity 3-D, UI/UX design, Figma, Github, Twine, and SugarCube
- Languages: Fluent in Spanish and English, Proficient in French

SELECTED PROJECTS

Tiny Search Engine, C

Apr 2020 – May 2020

- Built a command-line search capable of crawling webpages, parsing web content, and responding to user's UI queries
- Returns a list of page matches ranked with respect to frequency of occurrences

Sudoku, C

May 2020 – Jun 2020

- Built a module capable of creating unique sudoku boards and solving them using an efficient recursive algorithm
- Collaborated using Git and Slack with four peers to implement and design this project
- Created a graphical interface to showcase and solve different difficulty levels including a Samurai Sudoku

Part of Speech Tagger, Java

Oct 2019 – Nov 2019

- Used a Hidden Markov Model and Viterbi Algorithm to label each word from a file or user input with its part of speech
- Tested on a file with 10,000 words and had a 97% accuracy rate

WORK EXPERIENCE

Dartmouth College - Computer Science Department, Hanover, NH

Sept 14, 2020 - Mar 31, 2020

Incoming James O. Freedman Presidential Scholar Research Assistant

- Will be working in the computer science lab creating machine-learning algorithms that train classifiers
- Classifying unknown microstructures in order to be able to make predictions about the environment

Teaching Assistant for Digital Animation, 3-D Digital Modeling, Intro to Computer Programming

Mar 2020 - Nov 2020

- Helping students with any issues with Autodesk Maya and providing them feedback on their animations
- Assisting students debug, leading recitation sections, holding office hours, and grading projects and exams
- Acting as a liaison and mentor for students while being involved in the dynamics and structure of the course

Dartmouth College – Psychology Department, Hanover, NH

Sept 2019 - Sept 2020

Sophomore Scholars Research Assistant

- Coded in C# and designed in *Unity3D* to study the effects of a VR stimulus on the human brain using an fMRI scan
- Processed 300 data sets from EEG studies using *MATLAB* and analyzing said data to apply them to Machine Learning

Buzz Digital Partner, San José, Costa Rica

Jun 2019 - Aug 2019

Marketing Intern

- Designed websites, animated commercials, and brainstormed potential advertising campaigns for the clients

Compartamos la Mesa, San José, Costa Rica

Co-Founder of Campaign

Apr 2016-Present

- Founded a campaign that seeks to construct a viable non-profit route where businesses can donate their remaining food without fear of a lawsuit and introduced a bill to Costa Rican Congress that seeks to reduce the liabilities of food donation
- Gathered the endorsement of over 10 congressmen including the country's vice president at the time, Ana Helena Chacón
- Recognized by Harvard College as one of the 5 most promising initiatives carried out by high school students globally
- Distinguished as one of Harvard University's Global Trailblazers

ADDITIONAL INFORMATION

- Leadership Positions: Housewoman for Sigma Delta, Treasurer of the Latin American Studies Association
- Activities: Code Dojo, Women in Computer Science, Templating & Layout at The Dartmouth, Rewriting the Code
- Interest: Painting, Drawing, Skiing, Travel, International Events, Digital Design, Animation, Reading