

# NATACHA BARCALA

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## EDUCATION

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### Bachelor of Science in Computer Science

Boca Raton, FL  
Florida Atlantic University  
DEC 2019

### Capstone Project – Python, Java MAY 2019 – DEC 2019

Created a fruit-slicing device equipped with a fruit identifier and ripeness detection system that is controlled by an accompanying app.

## SKILLS

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### Programming Languages:

Python, C/C++, Java

### Web Technologies &

### Frameworks:

HTML5, CSS3, JavaScript, SQL, Bootstrap, Flask, Django, Jinja, React, PHP

### Web Debug Tools:

Lighthouse, Chrome Developer Tools

### Hosting:

Heroku, Netlify

### Development Environments:

MS Visual Studio, IntelliJ, Android Studio, Jupyter Notebook, Eclipse, Command Line Interface, Bash

### Database Management:

MySQL, SQLite, PostgreSQL

### Operating Systems:

Windows, Linux, Ubuntu, Android

### Versioning and other tools:

Git, GitHub, BitBucket, Jira, Slack, Trello, Virtual Box

### Spoken Languages:

English and Spanish

### Interests:

Web Development, UX and UI Design, Web Design, Mobile Application Development, AI, Automation, Machine Learning

## PROFESSIONAL EXPERIENCE

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### Software Engineer Intern, Thales e-Security – Python

Plantation, FL | MAY 2017 – AUG 2017

Worked as an intern on the DevOps team, automated the current project's release notes, and created an application that converted them into PDFs.

- Supported the software engineering projects in an Agile environment by developing code fixes and enhancing the code for future releases and patches.
- Utilized JIRA, BitBucket, and Confluence to manage upcoming tasks and implementation details.
- Extracted information from JIRA as a JSON file using the JIRA REST API in Python, which provided the data for constructing a PDF of the release notes.
- Automated the gathering of relevant tasks and notes for the specified project at release time.
- Handled scripting tasks for debugging and automation using Python and Shell Scripting.

## RECENT PROJECTS

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### Online Canvas Web App – React

<https://www.natsketch.com> | JUL 2020 – CURRENT

Designed a single page art painting application using React and Canvas.

- Developed and designed the webapp using custom CSS and JavaScript.
- Created features that allow the user to download finished paintings as a PNG and download and edit images of any filetype.
- Implemented the Flood Fill algorithm to create a performant and accurate paint bucket tool.
- Created an adjustable brush tool that allows the user to paint in fine detail as well as change the brush color using the color picker from the React-Color package.
- Utilized React Hooks to reference and access the DOM elements.

### Portfolio Website – Python, Flask

<https://www.natachabarcala.com> | FEB 2020 – JUL 2020

Created a web app using Python and the Flask framework to display my portfolio online.

- Organized the Flask application into modular components with Blueprints.
- Used a relational database management system to add, remove, and modify data. Began with SQLite before moving on to PostgreSQL for deployment.
- Utilized Jinja2 sub-templates as well as HTML, Bootstrap, and CSS media queries to create a responsive site layout and user interface.
- Established web hosting for the site and deployed it to the cloud service provider Heroku.