

# RAYMOND UMBAS

760-717-6641 • raymond.umbas@gmail.com

<https://raymondumbas.netlify.app> • <https://www.linkedin.com/in/rumbas> • <https://github.com/raymondumbas>

---

## EDUCATION

---

University of California, San Diego

B.S. in Computer Science

2024

---

## WORK EXPERIENCE

---

Target

June 2023 – Present

### Inbound Expert Trainer

- Conducted training for onboarding new Inbound Expert team members
- Sorted products from the trailer onto organized vehicles
- Stocked and arranged products on sales floor shelves

Walmart

JULY 2020 – September 2021

### Personal Shopper

- Selected items for online orders, achieving a pick rate approximately 70% above average
- Organized order totes and brought them out to customers
- Utilized department's order database to query order statuses and resolve customer issues

Coldstone Creamery

MAY 2019 – August 2020

### Shift Leader

- Managed all in-store operations by delegating tasks to crew members, scheduled breaks, and handled all customer complaints
- Conducted training for new crew members and shift leaders
- Tracked inventory and reported daily sales for two locations

---

## PROJECTS

---

### Progressivity (Habit Monitor)

<https://github.com/raymondumbas/productivity-center>

- Designed and developed a Web Application using React JS, HTML, and CSS
- Utilized localStorage API to retrieve user data
- Employed Github for version control and issue tracking

### Reflect (Mood Log)

<https://github.com/cse110-fa22-group16/cse110-fa22-group16>

- Contributed to the development a web application with an HTML/CSS frontend and Javascript backend
- Worked in a scrum team to employ an Agile framework with standups, sprints, and retrospectives
- Utilized Web Storage API for efficient user data storage
- Took on sole responsibility for the “edit page”

### League of Legends Statistics Tracker

<https://github.com/raymondumbas/lol-stats>

- Designed and developed an Electron app with an HTML/CSS frontend and Javascript backend
- Utilized Riot Games Developer API to retrieve player performance metrics
- Employed Github for version control and issue tracking

---

## TECHNICAL SKILLS

---

- Languages: HTML, CSS, Javascript, C++, Python, Java, SQL
- Frameworks and Tools: React, Git, Linux