Reneca Capuno

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EDUCATION

University of Florida | Gainesville, Florida   August 2021 - May 2025

B.S. in Computer Science
- **Relevant Coursework:** Data Structures & Algorithms, Information & Database Systems, Introduction to Software Engineering, Introduction to Machine Learning, UX Design, Programming Language Concepts, Operating Systems, Enterprise SWE Practices, Linear Algebra, Integrated Product & Process Design
- **Awards/Honors:** Dean's List Spring 2022

SKILLS

Languages: Python, JavaScript, C++, C, Java, Kotlin, Scala, SQL, CSS, HTML
Libraries/Frameworks: React.js, Node.js, Express.js, Django, Pandas, Scikit-learn, SFML
Tools: Git, PostgreSQL, NoSQL, Android Studio, Jupyter Notebook, Snowflake, Linux, Figma, Postman, MS Office, AWS

TECHNICAL EXPERIENCE & ACTIVITIES

Senior Design Capstone Project - Developer | Team of 7 | Sponsored by *Freedom Scientific*   August 2024 - Present
- Working with Team, Liaison, and Coach to develop a cross-platform solution for JAWS (Job Access With Speech) that enables real-time collaboration and remote control in a screen reader for the blind and the visually impaired
- Will be designing and prototyping a WebRTC system through rapid iteration, using full-stack web development

CSAA Insurance Group - Software Engineering Intern | Remote   May 2024 - August 2024
- Contributed to transitioning Guidewire jobs to AWS EMR Serverless by modifying bash scripts and analyzing Scala files, ensuring job success through Snowflake, EMR Studio, audit files and Grafana for monitoring
- Monitored and troubleshot API calls using Splunk, AWS API Gateway, and Postman to validate responses
- Collaborated closely with team to identify and resolve technical challenges, ensuring project progress

UF Women in Computer Science & Engineering - Internal Mentor   August 2023 - December 2023
- Facilitated monthly active days, technical practice sessions, and study days to enrich the mentorship
- Hosted technical workshops based on Data Structures and Algorithms, Dynamic Programming, and Version Control, reinforcing mentees' technical knowledge and fluency

UF Software Engineering Club - Training Technical Officer   August 2023 - December 2023
- Collaborated with the Technical Lead and Technical Team to develop for Clubfinity, the club's mobile application to streamline scheduling of UF extracurricular events
- Engaged and communicated within weekly standup meetings, mini-hackathons, and application development team sessions for timely skill and project development

PROJECTS

Dog-Tinder - Mobile Developer | Team of 4   View on GitHub
Android Application | Kotlin, XML, Gradle, Android Studio, Git
- Tinder-like application for matching dogs with potential owners using The Dog API, featuring swipe-based dog profiles with detailed information, like/dislike notifications, and navigation components

Nature Nexus - Web Developer | Team of 5   View on GitHub
Web Application | Express.js, React.js, Node.js, PostgreSQL, JSX, HTML, CSS, Git
- Leveraged open-source data set to create trend analysis and other visual displays of the Austrian Bird Population

CaSMM - UX/UI Developer | Team of 6   View on GitHub
Web Application | React.js, JSX, CSS, HTML, Git
- Augmented the user experience via refining the interactive user interface within the student workspace view

Minesweeper - Game Developer   View on GitHub
Game | C++, SFML
- Built a fully functional Minesweeper game, leveraging Object-Oriented Programming principles. Also implemented a dynamic leaderboard, real-time timer, and pause/play functionality

CERTIFICATIONS

CodePath - *Web Development, Android Application Development, Technical Interview Preparation*