REBECCA ZUMAETA

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EDUCATION

SAN FRANCISCO STATE UNIVERSITY
BACHELOR'S IN COMPUTER SCIENCE
EXPECTED GRADUATION: MAY 2021

RELATED COURSE WORK:
Calculus I/II, Data Structures, Programing Methodology, Discrete Math, Machine Structures, Linear Algebra, Software Development, Advanced Software Lab, Intro to Web Software Development, Operating System Principles

PROFESSIONAL EXPERIENCE

SAN FRANCISCO STATE UNIVERSITY COMPUTER SCIENCE DEPARTMENT
LAB MANAGER | SAN FRANCISCO, CA| FEBRUARY 2020 – PRESENT
- Maintain cleanliness of the lab room.
- Hold office hours to tutor students taking computer science courses and related courses.
- Assist students with logging into the provided computed in lab room and any printing issues.
- Provide assistance to students with basic information upon the school or where to seek help.

MASONS OF CALIFORNIA
CLERICAL AIDE | SAN FRANCISCO, CA | MARCH 2018 – PRESENT
- Aided in clerical work such as filing receipts, statements and legal documentation.

PROJECT PULL
INFORMATION TECHNOLOGY SUMMER INTERN| SAN FRANCISCO, CA | SUMMERS OF '18 AND '19
- Assisted in customer service by picking up calls and answering emails from onsite and offsite customers seeking technical assistance.
- Imaged deployed and disposed computer hardware through the SFPUC's Technology Refresh Program.
- Participated in weekly activities including community service, team building, mentored high school interns through the college application process and design projects through Project Pull Internship Program.

SKILLS

- Knowledgeable in computer programing languages such as Java, C++, HTML/ CSS and MIPS.
- Proficient in Microsoft Office, Word and Excel, Adobe Acrobat, Photoshop, Illustrator and Premiere,
- Able to navigate Terminal.
- Bilingual Spanish and English

PROJECTS

- Developed my own personal portfolio website using HTML/CSS.
- Developed simple Java games such as a tank wars game and a brick breaker game. Controls/ movements were implemented, and sprites was illustrated originally using Procreate.