

# SABRINA AREIAS

508-818-1459 • [sabareias@gmail.com](mailto:sabareias@gmail.com) • [sabareias.github.io](https://sabareias.github.io) • [github.com/sabareias](https://github.com/sabareias) • [linkedin.com/in/sabrinaareias](https://linkedin.com/in/sabrinaareias)

## SUMMARY

Junior Software Engineer and recent summa cum laude graduate with experience developing full-stack web and C++ applications. Strong foundation in object-oriented programming, databases, and application state management, with hands-on experience debugging and tutoring core computer science concepts.

## TECHNICAL SKILLS

---

**Languages:** C++, Python, JavaScript, SQL, HTML, CSS, PHP

**Frameworks / Libraries:** React, Express, Bootstrap | **Databases:** SQL, SQLite, MySQL | **Tools:** Git, GitHub, Visual Studio

**Concepts:** Object-Oriented Programming, Full-Stack Development, RESTful APIs, State Management

## PROJECTS

---

**Knit Note** | React, Bootstrap, Express, SQLite

*Full-Stack Web Application*

- Built a full-stack fiber-arts project tracking application to log project progress using React, Express, and SQLite
- Implemented full CRUD functionality backed by a relational database, ensuring reliable data storage
- Designed RESTful API endpoints (GET, POST, PATCH, DELETE) to separate frontend logic from backend data handling
- Enforced data integrity through client-side and server-side validation to prevent invalid submissions

**PomoPet** | C++

*Game Development / Productivity Application*

- Built a C++ productivity application combining a Pomodoro timer with virtual pet simulation to encourage sustained focus
- Designed a modular game loop to manage focus sessions, breaks, training selection, and progression over indefinite play sessions
- Implemented object-oriented class hierarchies for pets, locations, inventory, shop, and arena systems, making it easier to extend and maintain gameplay features
- Added file-based persistence to save and load pet stats, inventory, and progression across sessions
- Implemented randomized competition systems using dice-roll mechanics, reward logic, and scaling difficulty as the pet's level increases

## EDUCATION

---

**Associate in Science, Computer Information Systems** – Dec 2025

Bristol Community College | *Summa Cum Laude*

**Front End Web Development Certification** – Dec 2018

*General Assembly, Boston*

## EXPERIENCE

---

**Bristol Community College, Remote**

Oct 2024 – Present

*Computer Science Tutor*

- Provide one-on-one and group tutoring for up to 20 students weekly in object-oriented programming, data structures, web development, and databases to reinforce core computer science fundamentals
- Debug and review student code in C++, Python, JavaScript, SQL, HTML, CSS, and PHP, helping students identify logic errors and improve problem-solving skills
- Explain complex technical concepts in clear, accessible terms to students with varying technical backgrounds

**Aroma Joe's, Raynham MA**

Dec 2022 – June 2024

*Store Manager*

- Led and managed a team of 10+ employees in a fast-paced environment

- Tracked inventory, waste, and usage data to optimize weekly ordering and reduce operational loss by 10%