# Selaine Rodriguez

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## EDUCATION

**Stanford University**                                                                                          **Stanford, CA**
*Master of Science in Computer Science, GPA: 3.74*                                          `*Expected June 2024*
Relevant Coursework: Web Programming, Computational Journalism, Computer Graphics: Rendering, Geometry, and Image Manipulation, Data Visualization, Engineering Education and Online Learning

*Bachelor of Science in Computer Science, Minor & Honors: Education, GPA: 3.87*                    *June 2023*
Relevant Coursework: Web Applications, Cross-Platform Mobile Development, Human-Computer Interaction, Design for Play, Social Computing, Computer Graphics and Imaging

## TECHNICAL SKILLS

**Programming:** Proficient: HTML, CSS, React, React Native, JavaScript, TypeScript, Python, C++, C, GraphQL
**Development:** Beginner: Unity; Proficient: Blender, Git

## ENGINEERING EXPERIENCE

**Stanford Computer Science Department**                                                            **Stanford, CA**
*CS 148 Teaching Assistant*                                                              *September 2023 - Present*
- Assisted with grading, office hours, and question forum for Intro to Graphics class

**Uber Technologies Inc.**                                                                      **San Francisco, CA**
*Software Engineering Intern on Rider Web Verticals Team*                              *June 2023 - September 2023*
- Created trip management webpage using React Native, JavaScript, TypeScript, and Base Web UI to create dynamically-sized containers and cards to showcase different trip elements
- Integrated multiple API backends using Apollo and GraphQL to access users past, upcoming, and current trips

*Software Engineering Intern on Rider Web Verticals Team*                                  *June 2022 - August 2022*
- Created web elements using React Native, JavaScript, and Base Web UU, including an image carousel, product cards, and drop-down navigation bar
- Integrated 10+ Uber products into web page by using GraphQL, to showcase different products based on user needs

*Software Engineering Intern on Driver Engineering Team*                                   *June 2021 - August 2021*
- Created a Server-Driven UI that allows backend developers to compose and responses to mobile device as a visual model
- Facilitated faster iterations on mobile features, allowing engineers to see updates without needing to change user app

**Stanford Computer Science Department**                                                            **Stanford, CA**
*CS 106A Lecturer, Head TA, & Section Leader*                                     *September 2021 - September 2023*
- Acted as lecturer for Stanford Summer Engineering Academy's (SSEA) iteration of CS 106A: Programming Methodologies
- Created course assignments that test students on coding skills in Python, including loops, variables, images, grids, and more
- Taught weekly section, monitored Ed platform, assisted with office hours, graded student assignments and assessments
- Started DEI initiative of weekly office hours for first-generation and/or low-income students

## PROJECTS

**Dynamic Crossword Generator**                                                                          *April 2023*
- Created a webpage that encourages users to test themselves on recent news in many different categories
- Used News API for data, Python for crossword generation, and HTML, CSS, and JavaScript for user-facing page

**Task Together App**                                                                                    *April 2023*
- Created an app where friends and communities can create tasks / events to share with their groups
- Led design using Canva, developed front-end using React and CSS, and connected to Firebase backend

**Cardinal3D Graphics Software**                                                                      *February 2023*
- Extended 3D modeling software using C++ to include:
  - Interactive mesh editing (edge flip, beveling, triangulation, simplification, etc.)
  - Realistic path tracing (ray generation, object intersection, bounding volume hierarchy, shadow rays) functionality

**soRRRt Video Game**                                                                                      *May 2022*
- Created an 8-bit video game that teachers members about recycling by depositing waste into the different containers
- Used Unity, Canva, and Piskel to create art components, animations, character movement, user controls and more

## ADDITIONAL INFORMATION

**Leadership and Other Positions**
- Lower Valley Scholars Foundation | *Co-Founder and Director of Outreach*                  *May 2020 - Present*
- Stanford Society of Latinx Engineers | *President*                                    *March 2022 – March 2023*
- Mariachi Cardenal De Stanford | *President*                                            *May 2020 – May 2022*

**Honors:** Stanford Alumni Assoc. Outstanding Achievement Award (1 of 2; 2023), **:** Stanford Alumni Assoc. Award of Excellence (Top 10% of Class; 2023),  Jerry I. Porras Award for Visionary Leadership (2022), Renato Rosaldo Jr. Award for Chicanx/Latinx Advocacy (2022), HSF Scholar of the Year Finalist (2021), Gates Scholar (2019)