Sara Gaya - Resume

> **Hi! I'm Sara Gaya - a software engineer with an interest in design.**
>
> I work on full-stack development with a focus on the front end. I also have experience working on the back end and interacting with both structured and unstructured databases. Recently, I've been dabbling in iOS app development.
>
> An important question I ask myself whenever I work on a new project is: "will the end-user enjoy using this product, or will this just give them another headache?". I am always learning so that I can make thoughtful, clean products that will benefit the people who use them.
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> Aside from tech, I enjoy watching anime (I'm a huge Sailor Moon fan!), reading, video games (Zelda is my favorite series!), eating delicious food, and investing in cute things.

☎️ Contact information

📧 saracgaya@gmail.com

🕸️ Website

🔗 [LinkedIn](#)

🐙 [Github](#)

📣 [Blog](#)

👩‍💻 Work experience

Software Developer

ExxonMobil IT, *Houston, TX – (2020 - Present)*

📍 Currently integrating Ghost CMS with company site for better content management

📍 Created web app using Vue on the front end and Express on the back end used by thousands of users to submit requests for Zoom recording features, hosted on Azure

📍 Re-structured the company team website using Vue.js combined with the company internal design framework

📍 Applied accessibility principles to improve accessibility of web content for employees

📍 Experience with managing SQL data and processing data from outside APIs (e.g. Zoom API)

📍 Experience with Agile methodology of software development, as well as collaboration across teams within the company

C++ Teaching Assistant

University of Florida, *Gainesville, FL – (2019 - 2020)*

📍 Reviewed essential C++ concepts with students to help them understand the necessary information

📍 Helped students find bugs in code and flaws in logic and syntax for assignments and projects

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⚙️ Projects

Aria Oslo Site

📍 Designed and coded a website portfolio for a pretend client

📍 Used Figma to design the website, experimenting with colors, photos, and the logo

📍 Used HTML, CSS, and JavaScript to code the website and

implemented mobile compatibility

Minesweeper

📍 Re-created Minesweeper using C++ and the SFML graphics library

📍 Created separate classes to handle the logic for game setup, gameplay, etc.

FaceR Site

📍 Used the MERN stack to create a professional website for a local company

📍 Used React and JSX for front-end

📍 Created MongoDB for an unstructured database to store user data

📍 Used Node and Express for the server side to process user data

🛠️ Skills

💻 Technology

JavaScript ⭐⭐⭐⭐

The main language I use for front-end development. I've used it with Vue and React, as well as on the backend with Node and Express. I've also used it for automation testing with Mocha.

Java ⭐⭐⭐⭐

My preferred language for object-oriented programming. I've used this language to build several projects, including a Pokedex and a Pacman game.

C++ ⭐⭐⭐⭐

I have a great amount of experience with this programming language. I have built many projects using C++, like a Minesweeper game and a project that exemplifies Huffman encoding. I was also a teacher's assistant for the C++ course at the university I attended.

Python ⭐⭐⭐

I have used Python for the backend of web applications I have built, as well as for SQL database management

Swift ⭐⭐

Recently I've become interested in iOS app development, and so I have been building some simple apps using Swift and SwiftUI. I plan to build an app for the App Store in the near future.

Other relevant skills

- Azure
- Bootstrap
- CSS
- Figma
- Firebase
- Git
- HTML
- Node
- React
- SQL
- Vue
- Webpack

🗣️ Languages

English 🇺🇸
📍 Native speaker

Spanish 🇨🇺
📍 Fluent speaker

📚 Education

Bachelor's Degree in Computer Science

University of Florida - *(2016-2020)*

📍 GPA: 3.75/4.00