

# Sara Gaya - Resume

Hi! I'm Sara Gaya - a software engineer with an interest in design.

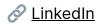
I work on full-stack development with a focus on the front end. I also have experience working on the back end and interacting with both structured and unstructured databases. Recently, I've been dabbling in iOS app development.

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.

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

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Blog



## 🧟 Work experience

### **Software Developer**

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

- Currently integrating Ghost CMS with company site for better content management
- $\P$  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
- PRe-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
- PExperience with managing SQL data and processing data from outside APIs (e.g. Zoom API)
- $\P$  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
- PHelped students find bugs in code and flaws in logic and syntax for assignments and projects

# Projects

### **Aria Oslo Site**

- PDesigned 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

### <u>Minesweeper</u>

- PRe-created Minesweeper using C++ and the SFML graphics library
- Treated separate classes to handle the logic for game setup, gameplay, etc.

### **FaceR Site**

- Tused 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
- Tused Node and Express for the server side to process user data





## 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
  Firebase
  React
- BootstrapGitSQL
- CSS
  HTML
  Vue
- FigmaNodeWebpack

## **P** Languages

### English Spanish **E**



# **Education**

## **Bachelor's Degree in Computer Science**

University of Florida - (2016-2020)

PGPA: 3.75/4.00