

Sydney Pacheco

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Portfolio: sgpacheco5.github.io/Portfolio-Website/

EDUCATION

Bachelor of Science in Computer Science

September 2023 - August 2025

Rutgers University, New Brunswick, NJ

GPA: 3.39

Relevant Courses: Intro to Data Science, Principles of Information and Data Management, Linear Algebra, Linear Optimization, Numerical Analysis and Computing, Design and Analysis of Computer Algorithms, Discrete Structures, Computer Architecture, Principles of Programming Languages, Internet Technology

Brookdale Community College, Lincroft, NJ

September 2021 - August 2023

Associate of Arts in Computer Science

Relevant Courses: Statistics, Macroeconomics, Calculus II, Database Concepts, Data Structures, Computer Logic & Design, Programming I & II, Systems Analysis and Design, Public Speaking

PROJECTS

Art E-commerce Website (Full Stack)

JavaScript, React.js, Node.js, Express.js, MongoDB, Redis, Cloudinary

Deployed a full-stack e-commerce web app for an art vendor with a RESTful API, JWT authentication, and Stripe payment integration. Emphasizes secure data handling and responsive UI/UX, with route protection based on user roles (guest, user, or admin).

Self-Care Recommendation Model (Data Science)

Python, Pandas, Matplotlib, Seaborn, Sci-kit Learn, Numpy

Conducted data cleaning and exploratory data analysis on crowd-sourced data. Trained and evaluated multivariate machine learning models to predict self-care activities college students would do depending on their specific mood levels, energy levels, and times of day. Reported findings in a LaTeX document.

Flight Reservation System (Data Management)

Java Servlets, MySQL, HTML, CSS, Github

Collaborated in a team to develop a flight management application prototype for user-friendly data handling with distinct roles for admins, reps, and customers. Designed and implemented relational data models and optimized SQL queries for fast, reliable transactions.

Cooking Simulator Prototype (Hackathon Project)

C#, Unity Game Engine, Github

Used the pair programming agile software development technique to collaboratively design and build a cooking simulation video game in 24 hours during the TCNJ 2025 Hackathon.

Tetris Clone (Videogame Development)

Java, Swing, AWT

Engineered a Tetris clone game in Java from scratch, incorporating scoring, collision detection, and block mechanics

PROFESSIONAL EXPERIENCE / LEADERSHIP

Sales Associate, Sketchers, Tinton Falls, NJ

June 2025 - Current

Retail Associate, Michaels, Howell, NJ

May 2024 - December 2024

Retail Associate, Hobby Lobby, Howell, NJ

August 2020 - August 2021

Leader in Training, Pine Grove Day Camp, Wall Township, NJ

June 2018 - August 2018

Rutgers Campus Involvement: Kodokan JiuJitsu Club, Women's Gaming League

September 2024 - May 2025

AWARDS

- **NJSTARS I & II:** Scholarships that recognize academic excellence in high school and community college
- **TCNJ 2025 Hackathon:** Placed Top 5 Overall for a fully working video game prototype