

Stephanie G. Villalobos

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EDUCATION

University of California, San Diego

- Graduation: June 2017
- B.S. Computer Engineering

RELATED SKILLS

Software

- HTML/JavaScript
- C/C++/C#
- Java
- Unix
- Node.js
- Firebase / Heroku
- IDEs: IntelliJ, Eclipse, Sublime, Visual Studio
- Balsamiq

Hardware

- Soldering / General Lab Equipment
- Arduino

Languages

- Spanish & English Fluency

COURSEWORK

Software

- Human Computer Interaction Studio (HCI)
- Advanced Data Structures & Object Oriented Design
- Advanced Software Engineering
- Discrete Math & Algorithms
- Linear Systems Fundamentals

Hardware

- Advanced to Digital Design & Digital Logic
- Digital Systems Design Technology & Lab
- Linear System Fundamentals
- Circuits and Systems

Leadership

- Engineering Leadership
- Design for Development Lab (Projects for the Community)

WORK & LEADERSHIP EXPERIENCE

Nov 2016 – Present

BISTRO – HDH AT UCSD

Student Leader

- Responsible for working with customers and needfinding best ways to meet customer requirements
- Thrived in this fast paced work environment where dynamic thinking is necessary to stay on top of demands
- Encouraged a strong team mentality where we cultivate the learning, trust and support of our team members
- Practiced social skills with constant communication

PROJECT EXPERIENCE

UCSD EXPLORER (2017) - IN PROGRESS

Front & Backend Design

- Utilize HCI techniques to create diverse prototypes, review and develop web app code with weekly feedback
- Applied OpenLayers4 API to create a UCSD exploration app, that connects prospective/current students to the campus, and creates a closer community environment [HTML, JS]

EARTHLAB (2017)

Technical Team Lead & Client Liaison

- Contributed with Earthlab @ San Diego Groundworks to create an interactive website showing students how they can affect their energy usage at home [HTML, MySQL, PHP]

MEMORIES – EVERYDAY LOCAL EXPLORATIONS (2016)

Front End Design Lead

- Designed to encourage exploration of San Diego through categorized suggestions, “memories” of the activities you have done and a “bucketlist” of future explorations
- Developed using Node.js paired with Express framework
- Implemented UI/UX design to appeal to target audience

FRIDGE-IT (2016)

Technical Design Team

- Created a refrigerator based application for our client to keep track of food, expiration dates, and to simplify grocery shopping.
- Backend programming in Firebase, while coding in Java and HTML, combined together in AndroidStudio

PROJECTS ALL LINKED IN PORTFOLIO

[**acsweb.ucsd.edu/~sgvillal**](https://acsweb.ucsd.edu/~sgvillal)