

EDUCATION

Bachelor of Science, Computer Science
University of the Pacific, Stockton CA

Graduated May 2019
GPA: 3.6

RELEVANT COURSEWORK

Data Structures, Application Development, Design/ Analysis of Algorithms, Digital Design, Programming Languages, Computer System and Networks, Human-Computer Interface Design, AI, Operating Systems

SKILLS

Languages: Java, Python, C++, C#, C, HTML, CSS
Software/OS: Eclipse, PyCharm, Visual Studios, GitHub, Unreal Engine, Unity, Linux, Windows

WORK EXPERIENCE

Software Developer Aug 2018 - May 2019

University of the Pacific Library – Stockton, California

- Launched efforts for the Innovative Project Studio (IP Studio) at the University Library
- Fabricated a cost-effective interactive medium for users to learn about history through a hologram
- Created and expanded on the Little Manila Recreated project, written in C++, towards classroom curriculum
- Presented projects at local middle schools, festivals, and competitions for IP Studio presence and significance

Product Marketing Engineer Intern

Jan 2018 - Aug 2018

Intel Corporation – Folsom, California

- Designed technical documents, slide decks, and collaterals for different production teams
- Created scripts and used internal benchmarking tools to test various workloads for 100+ SSDs monthly
- Built Excel tools to help aid in the marketing team for documentation
- Prototyped the front-end interface for a new internal Python tool to improve task efficiency

PROJECTS

“TigAR” An AR Campus Map – Software Developer

Jan 2019 - May 2019

- Collaborated on an augmented reality campus map application for mobile devices
- Utilized image recognition, GPS capabilities, and map functionalities using C#

Little Manila Recreation Fellowship – Game Developer

May 2017 - July 2017

- Collaborated in an interdisciplinary team to reconstruct a 3D virtual environment of a historic site
- Developed using blueprinting, packaging, and C++ from the Unreal Engine
- Presented to an audience of 120+ people; including elected officials and community members
- Presented at Graz, Austria for the 15th Eurographics Workshop on September 27th-29th

ORGANIZATIONS

ACM President (ICPC Competitor)

Aug 2015 - Dec 2017

- Organized weekly three-hour practices in preparation for yearly coding competitions
- Competed against other universities within the Pacific Northwest regional contest

Team Tech Member (SWE: Society of Women Engineers)

Jan 2016 - Jan 2017

- Collaborated with the Solar Project Foundation for Women of Nicaragua and other local students
- Redesigned and built a solar dehydrator on campus that improved upon previous designs
- Presented at the WE16 SWE Conference in Philadelphia 2016