# Sofia M. Barrera Vega (They/She)

#### **EDUCATION**

## Computer Science and Engineering Bachelor's (CIIC) | Project Management Minor

May 2026

University of Puerto Rico Mayagüez - UPRM

Relevant Courses: Intro to Programming, Advanced Programming (OOP), Foundations of Computing & Data Structures

Coursera - Google Professional Certificate UX Design Course | Figma | Adobe XD

CodePath - Web Development Course | HTML | CSS | Javascript

# PROFESSIONAL EXPERIENCE

#### Cloud Systems Software Engineer Intern | Deloitte

Jun 2023 – Aug 2023

- Developed an application to enhance cost management strategies by enabling automatic cost comparison and savings tracking
- Delivered a tracking visualization tool that facilitated significant cost savings for the organization

### Advocate | Computing Alliance of Hispanic Serving Institutions (CAHSI)

Aug 2023 – present

- Assist 5 computing departments in retaining 1500+ Hispanic computing students by increasing participation in educational activities
- Communicate with companies like Google to attract sponsorship opportunities for research groups, activities, and associations.

## Allyship | Computing Alliance of Hispanic Serving Institutions (CAHSI)

Aug 2023 – present

- Support 100+ women of color in computing majors by actively participating in activities to build a sense of community
- Demonstrate role modeling and provide advice to women of color who are new at software/computer majors

#### RESEARCH EXPERIENCE

# Competition & Research Member | PinkPanda Cybersecurity Group

Aug 2023 - present

Advised by Professor Nayda G. Santiago

• Developing penetration testing and attack mitigation skills by competing in CTF/Red vs Blue cybersecurity events

## Competition & Research Member | Team LiDron based autonomous landing system

Jan 2023 - Aug 2023

Advised by Professor Nayda G. Santiago | Sponsored by Raytheon and Lockheed Martin

- Developed autonomous landing and driving for aerial and ground vehicles
- Researched object recognition, AI & software architecture to implement movement recognition

## **EXTRACURRICULAR EXPERIENCE**

# Computer Alliance of Hispanic-Serving Institutions (CAHSI)

Aug 2021 – present

· Active member in tech activities, professional development workshops, resume reviews, mock interviews & collaborative coding club

## Microsoft Sustainability Virtual Hackathon

Oct 2022

• 3rd place winners - Solved real-life PR's human waste challenge in collaboration

#### Microsoft Sustainability Virtual Hackathon

Apr 2022

• 1st place winners - Solved real-life water shortage challenge in collaboration

## JPMorgan Chase & Co. Virtual Hackathon

Nov 2021

• 2nd place winners - Solved real-life security challenge in collaboration

# PERSONAL PROJECTS

## RPG Game - "Spooky Quest" | C++ | VSCode | GitHub

2022

- Implemented if/else/switch statements for game mechanics, characters, and HUD
- Gained proficiency in inheritance & polymorphism by introducing game elements

## Fractals | C++ | VSCode | GitHub

2022

- Demonstrated inheritance/polymorphism for interconnected fractal & mastered refactoring, restructuring abstract and superclasses
- Utilized recursion to generate fractals (Sierpinski Triangle, Barnsley Fern, Koch SnowFlake, etc.)

# Battle Snake - "Noodle" | API | Python | Replit

2021

- · Utilized if/elif statements to calculate snake's positions and employed for loops to manage snake movement
- Utilized dictionaries to implement intelligent behaviors (avoiding obstacles, seeking food)

#### SKILLS

- Python | C/C++ | Java | HTML | CSS | Javascript | VSCode | Figma | Adobe XD | Git/GitHub | SQLite | Linux | Debugging
- AGILE Development | Bilingual (English/Spanish) | Team-oriented | Active listener | Creative Thinker | Problem-solver