### SOPHIA BOGERT

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### Skills & Certifications

Programming Languages – C#, JavaScript, HTML, CSS, SQL, Python, C++, Java, C, SQL, XML Softwares/Frameworks – ASP.Net, ReactJS, Flask, Vue, AWS, Git/GitHub/GitLab, Jira, Monday Certifications – CompTIA Security+

## Work Experience

### Software Engineer

April 2024 - Present

Lockheed Martin

Colorado Springs, CO

- Selected to join a new project to lead design and front-end development of a .Net website
- Created a tool to allow the customer to compare report information generated by the product
- Took charge by leading a team for an SGML-to-HTML conversion project, using ASP.Net

## Software Engineering Intern

June 2023 - August 2023

Lockheed Martin

King of Prussia, PA

- Rebuilt a program's website that provides live status of weather satellites around the world leveraging data from a Microsoft SQL database, moving site from ASP.Net framework to ReactJS
- Redesigned the look and feel of new website to provide a better user experience

### Systems and IT Intern

 $June\ 2022-December\ 2022$ 

Sunderstorm Inc.

Van Nuys, CA

- Designed a PDF scraping desktop application, and a Flask web application to optimize administrative and production processes within the company
- Introduced a multitude of integrations between Slack, Acumatica, and various other 3rd-party APIs by building Slack apps using AWS Lambda

### Education

## University of Southern California, Viterbi School of Engineering

December 2023

Bachelor of Science, Computer Science

• Relevant coursework: Product Design, Computer Graphics, Video Game Development

# Projects

### MoveIntel Website | JavaScript, VueJS, Firestore, AWS S3

December 2023

- Collaborated with MoveIntel founder to build a website for practitioners to provide remote physical therapy care to their patients effectively
- Data was managed with Firestore and AWS S3, website used a VueJS framework

# Parkour's Edge | C++, SDL

November 2022

• Built a multi-level parkour video game using object-oriented programming with SDL library to employ a custom physics engine and collision detection

### Naive Bayes' Classifier | C++

May 2021

• Developed a simple Naive Bayes' Classifier to take in files of data for training, and calculate probability for classifications of objects based on given descriptions

# Leadership & Involvement

### Women's Rowing Team

August 2019 - January 2022

Division 1, University of Southern California

- Elected Sophomore and Junior Class Representative by teammates, 2020-2022
  - Elected Trojan Athletic Senate Member by coaching staff, 2019-2020