

# SOPHIA BOGERT

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## Education

**University of Southern California, Viterbi School of Engineering**

December 2023

*Bachelor of Science, Computer Science*

*Minor: Digital Entrepreneurship*

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

## Skills & Certifications

**Programming Languages** – C#, Javascript, HTML, CSS, SQL, Python, C++, Java, C

**Software/Frameworks** – ASP.Net, React, Amazon Web Services, Git/GitHub/GitLab, Jira, Vue

**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 frontend development of a .Net website
- Took charge by leading a team for an SGML-to-HTML conversion project, using ASP.Net

**Software Development 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 React
- 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

## Projects

**MoveIntel Website (Javascript)**

December 2023

- Collaborated with MoveIntel founder and a team of 2 other developers 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++)**

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