NATACHA P. ANGHEBEN

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EDUCATION

University of South Florida   Expected: May 2026
Bachelor of Science in Computer Science   GPA: 3.5/4.00

SKILLS

Languages: English (fluent), Portuguese (fluent), Italian (beginner).
Software: Git, Amazon S3, Postman, Microsoft 365
Programming Languages/Technologies: CSS, JavaScript, React, TypeScript, Java
Certificates: CCNAv7: Introduction to Networks - Cisco Networking Academy (Credly Badge), Cybersecurity Essentials - Cisco Networking Academy, Discover's path – Rocketseat

WORK EXPERIENCE

Software Engineer Intern, Poatek (a TELUS Digital Experience company), São Paulo, Brazil   Summer 2024
- Implemented a new feature in a web client project using a **full stack approach** to manipulate the **database** and present a good interface to **improve the user experience**, adding new functionality to the system.
- Improved the development testing process by creating a single **endpoint** that can delete a large amount of data at once, which significantly reduced the testing time from 8 hours to a **shorter duration**.
- Developed using **TypeScript** programming language and frameworks such as **TypeORM**, **Jest** and **React** library.

Learning Team Peer Mentor, University of South Florida, Tampa, FL   August 2023 - Present
- Offered mentorship to 15 first-year engineering students enrolled in the Learning Team course focusing on Calculus I by developing techniques to accommodate diverse learning styles to ensure a smoother academic transition for first-year engineering students.
- Led study sessions in preparation for exams by organizing sessions with interactive group problem-solving activities and developing supplemental study materials to improve exam performance.

TECHNICAL/LEADERSHIP EXPERIENCE

Tech Development Analyst, Brazilian Student Association, USA (remote)   May 2023 - Present
- Co-led in the **development** of a **web application** for Brasa Conferences by collaborating with the tech team to design and implement features tailored to the needs of conferences attended by approximately **400+** participants and employers.
- Developed a **new feature** which implements the registration functionality in panels present at the conferences, **facilitating** the process and the experience of participants in choosing, registering and canceling their registration using **React** and **TypeScript.**

Tech Lead, Google Developer Student Club at USF (GDSC), Tampa, FL   June 2023 – May 2024
- Managed GDSC's **GitHub** by ensuring up-to-date documentation, managing permissions, and coordinating team members for consistent repository updates to establish a well-organized and efficient digital workspace.
- Lead members on git updates during the club's workshops by designing informative sessions, creating hands-on examples, and practical teaching methods to effectively convey the intricacies of git updates to elevate the technical proficiency of club members.

PERSONAL PROJECT

Minesweeper Game | HTML, CSS, JavaScript | linkToTheProject   May 2022
- Generated a dynamic game board by using the DOM manipulation in JavaScript to create the board and assigned unique IDs to each square using an array loop to produce interactive buttons in the game.
- Implemented game mechanics, such as a timer and win/loss check by creating a timer function to track game duration and established conditions to determine if the player had won or lost the game.