

# NATACHA P. ANGHEBEN

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## EDUCATION

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University of South Florida  
**Bachelor of Science in Computer Science**

Expected: May 2026  
GPA: 3.63/4.00

## SKILLS

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**Languages:** English (fluent), Portuguese (fluent), Italian (basic).

**Software:** Network and Systems Management, Git, AWS, DataGrip, Microsoft 365

**Programming Languages:** JavaScript, TypeScript, HTML, CSS, React Native, Python, PostgreSQL

**Certificates:** Beginner Software Developer Bootcamp – IGTI , CCNAv7: Introduction to Networks - Cisco Networking Academy , Cybersecurity Essentials - Cisco Networking Academy, Discover's path – Rocketseat

## LEADERSHIP EXPERIENCE

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**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 300 participants and employers.
- Developed a new feature in web-app by analyzing user feedback and requirements to design and integrate a feature into the web-app that optimized recruiter-participant interactions.

**Tech Lead**, Google Developer Student Club at USF (GDSC), Tampa, FL

June 2023 - Present

- 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 PROJECTS

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**Minesweeper Game** | HTML, CSS, JavaScript | [project-MinesweeperGame](#)

- Developed a minesweeper game for human players by using HTML for the game structure, with CSS, and implemented game logic with JavaScript to create a responsive web-based game.
- 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.

**Conversor Engine** | HTML, CSS, JavaScript | [project-ConversorEngine](#)

- Designed and developed a user-friendly interface for the number converter by using HTML and CSS to ensure users could easily navigate and operate the conversion process.
- Created the primary logic for converting numerical values to their written form and an input error-checking feature by combining different functions and conditions to provide a seamless conversion experience for users and prevent potential errors.

## WORK EXPERIENCE

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**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.