Vensan Cabardo

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EDUCATION

Master of Science in Computer Science, Expected May 2022, **GPA:4.0** - *New Mexico State University*
Bachelors of Science in Computer Science, Received May 2020, **GPA: 4.0** - *New Mexico State University*
Minor in Mathematics, Received May 2020, **GPA: 4.0** - *New Mexico State University*

Google Tech Exchange Program, August 2018-December 2018, **GPA: 4.0** - *Google Inc.*
Attended multiple project-based computer science classes at Google's Mountain View/Sunnyvale campuses as part of an initiative to increase representation of Black and Latinx engineers in industry.

WORK EXPERIENCE

PROGRAM LEADER — *Young Women in Computing*
JANUARY 2018 - PRESENT
- Spearheaded an accelerated migration of computer science education outreach programs to a new online setting in the wake of the COVID-19 pandemic, in order to maintain the accessibility of computer science education to young women in Southern New Mexico.
- Utilized superior verbal and written communication skills in order to synthesize technical knowledge that can be understood at all levels of education, in both virtual and physical settings
- Prepared students for further CS Education by writing curriculum and administering Computer Science classes in Java, C, Arduino, HTML, CSS, JavaScript, and Scratch.

INTERN — *Northrop Grumman*
MAY 2021 - JUNE 2021
- Supported a Data Analysis team that uses AGILE methodologies to provide data analysis and visualization services that empower business decision making and problem solving in other teams.
- Produced an application to visualize the structure of the program's back end and database connections using Python, JavaScript, and HTML, ultimately empowering managers and engineers to trace the data sources for a Tableau visualization and pinpoint the source of failure in seconds.
- Spearheaded efforts to automate tasks in Tableau for the team by using the Tableau API to obtain the status of data source extracts for visualizations in Tableau, embed multiple dashboards into a single webpage, obtain information to create visualizations about visualizations, and report this information to customers in seconds.

GRADUATE RESEARCH ASSISTANT — *Trackable Interactive Multimodal Communicating Manipulatives (TIMM)*
AUGUST 2019 - JANUARY 2021
- Made CS more inclusive by designing and developing a tangible learning environment for the blind/visually impaired that will allow users to learn programming concepts in the context of using code to create music.
- Increased the usability of the project for blind users by using Android Development technologies such as Java and XML to construct an accessible, responsive, and intuitive user interface that interacts with the accessibility voice services on Android phones.

ENGINEERING PRACTICUM INTERN — *Google Inc.*
MAY 2019 - AUGUST 2019
- Improved the usability of an internal tool for testing the functionality of Google's Growth API, which provides developers with the ability to integrate robust and useful notifications into their applications.
- Reduced the API retrieval and verification process by half by developing an Android tool using Java to automate the process of retrieving, displaying, and sorting fundamental data.

SKILLS

Data Structures and Algorithms • Android • Java • C • Git/GitHub • Linux Experience • HTML • CSS • JavaScript • Collaboration • Verbal and Written Communication • Proactive • Fast Learner • Leadership • Organizational Skills • Time Management • Adaptability

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RELEVANT COURSEWORK

Object Oriented Programming • Intro to Data Structures • Machine Programming and Organization • Fundamentals of Algorithms • Mobile App Development • Database Management Systems • Software Engineering • Digital Game Design • Human Centered Computing •

PROJECTS

Personal Website - *Web Application*
- Used HTML, CSS, and Bootstrap in order to construct an informative and responsive website containing information about my work experiences and side projects, enabling viewers to easily learn more about my work.

Gardyn - *Full Stack Web Application*
- Reduced the problem of food waste for users by using HTML, CSS, JavaScript, Bootstrap, and Firebase to develop a web application that tracks the life of non-perishable food and notifies users to use food that is about to expire
- Performed user-centered, iterated development by creating and distributing surveys to fully gauge our needs, requirements, and the performance of the product in an effort to research the impact of such a product on users.
- Served as the leader for the project by assigning responsibilities, creating deadlines, and serving as the technical point of contact for the team.

EXTRACURRICULAR ACTIVITIES

COMPUTER SCIENCE TUTOR — *NMSU Computer Science Department*
JANUARY 2019 - PRESENT
- Ensured the timely migration of YWiC's Computer Science tutoring services to a virtual setting as the COVID-19 situation was newly developing by creating schedules and promotional materials to ensure that students adjusting to the quarantine restrictions could get the help that they needed in a virtual setting.

ACHIEVEMENTS

DEAN'S HONOR LIST, TOP 15% OF UNDERGRADUATE STUDENTS BY GPA — *Dean's Report of Academic Achievement*
SCHOLAR — *CAHSI S-STEM Scholarship Program*
SCHOLAR — *Grace Hopper Celebration 2019 Scholarship*