

Victoria Bockman

Professional in Computer Science

1212 E 135th Pl,
Thornton, CO 80241

(970) 817-3136
bockman.vic@gmail.com

LinkedIn: <https://www.linkedin.com/in/victoria-bockman-5212832b1/>

Digital Portfolio: <https://victoriabockman.github.io/digitalportfolio/>

Motivated early-career professional eager to expand my knowledge and build on my strengths. I have a strong understanding of computer systems and programming languages, with a keen focus on data analytics. I strive to work with teams committed to making impacts in the world of software, with personal interests in software development and cybersecurity.

Skills

- C / C++, Scala, Python, HTML/CSS, JavaScript, SQL, Java
- Object-oriented programming, Optimization, Functional programming
- Regression analysis, Linear algebra, Probability and Statistics
- Git, Github, Latex, Microsoft Word, Excel, Powerpoint

Experience

Copper Sky Distillery / Mixologist

May 2021 - PRESENT, Longmont, CO

- ❖ Clientele interactions
- ❖ Creative design on new cocktail recipes
- ❖ Product campaigns/tastings and sales representative
- ❖ Managed and oversaw bar operations and events
- ❖ Performing in a high-paced environment

Graphing the Healthcare Supply Chain / Associated with University of Colorado Boulder

AUGUST 2023 - MAY 2024

- ❖ Capstone project that included working with a sponsor from the Global Healthcare Exchange (GHX)
- ❖ Ingest data into Knowledge Graph
- ❖ "Clean" the data for useful identification, and filter by organization, items, transactions
- ❖ Leverage the use of AI to recommend new connections within the graph
- ❖ Write scripts to pull useful data from the graph
- ❖ Visualize the graph
- ❖ Written in Gremlin / Groovy
- ❖ Use of Neo4J for development purposes, and Python's NetworkX for network analysis

Mancala / Associated with University of Colorado Boulder

Introduction to Artificial Intelligence

- ❖ Program the game Mancala with AI player capabilities
- ❖ Run simulations against a “regular player” that would make uninformed moves and an AI player, that would use various techniques (Minimax) to make informed moves
- ❖ Analyze the simulations at various depths of informed moves (i.e. how far can the AI player analyze the next best choice out of all the choices available)
- ❖ Optimize the program with alpha-beta pruning
- ❖ Written in Python
- ❖ Determine win/loss ratios

Stratego / Associated with University of Colorado Boulder

Object Oriented Analysis and Design

- ❖ Program the game Stratego with a 2-player system
- ❖ Use various OO Design Principles to enhance the structure, readability, and adaptability of the program
- ❖ Successfully integrates Strategy, Factory, Command, and MVC Patterns into the final product
- ❖ Visualize game board during match and create a user interface
- ❖ Written in Java

Education

Front Range Community College / Transferred to CU

AUGUST 2018 - MAY 2022, Fort Collins, CO

Overall GPA: 3.26

University of Colorado / Bachelor of Science, Computer Science

AUGUST 2021 - MAY 2024, Boulder, CO

Overall GPA: 3.52

Relevant Coursework

Algorithms, Database Systems, Software Development, Principles of Programming Languages, Theory of Computation, Intro to Cybersecurity

Achievements

- ❖ Graduating with Honors (2018)
- ❖ AP Scholar with Honors (2018)
- ❖ National Honor Society Member (2017-2018)
- ❖ Graduated at CU Boulder (May 2024)