

Wendolee Villegas

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EDUCATION

University of Texas at Arlington, Arlington TX

December 2025

Bachelor of Science in Computer Science

PROJECTS

'UTA Grades' | *GitHub Codespace, HTML, Tailwind CSS, Next.js, Firebase, Figma* September 2024 – Present

- Building a cross-functional professor rating website using real data from 2017 onwards with a team of 20 developers
- Self-assign GitHub issues, resolve them, and submit pull requests for leader approval to ensure smooth integration
- Improving UI through tech stacks, creating responsive, user-friendly designs using Figma
- Slated to be in development for an academic year, targeting launch before Spring 2025 registration

Image Segmentation - Students in Computing and AI | *PyTorch, U-Net* September 2024 – Present

- Collaborating with team of 5 peers under PhD supervision to develop 3 image segmentation prototypes
- Conducting self-research on neural network-based segmentation techniques to deepen personal expertise by 50% beyond previous personal experience through testing and refinement
- Designing U-Net models for leaf segmentation to achieve 80-90% accuracy in leaf type classification
- Utilizing PyTorch to create image segmentation models, progressing through an entire 10-week project lifecycle

Crop 'n' Drip - HackUTA2024 | *Python, C, Microsoft Azure, Azure Service Bus* October 2024

- Participated with a team of four to solve water consumption challenges using an IoT environment, securing 3rd place out of 122 teams to deliver a complete project under the challenging 24-hour project lifecycle for a hackathon
- Configured Azure cloud communication with a Raspberry Pi using a publisher/subscriber model, allowing message reception with a 3-second latency for efficient command delivery
- Constructed a relay control system on the Raspberry Pi for motor automation, enabling farmers to send commands that activate the relay with a 1-second response time and visual and sound cues for reliability
- Applied the OpenWeatherMap API for live weather updates (location, temperature, humidity) to be used on a web feed, enhancing real-time irrigation data for informed decisions

Simple Unix Shell | *C, GitHub Codespace* September 2024

- Created a command line interpreter in C to further understand shell architecture and process management
- Built features like command execution, pipelining, and I/O redirection, creating a responsive and efficient shell
- Implemented file I/O and error handling to support both interactive and batch modes for user input

Pattern Recognition - OurCS@DFW | *Matplotlib, Keras, Tensorflow, Google Colab* February 2024

- Developed basic machine learning techniques consisting of neural networks, and nearest neighbor classification
- Implemented using Python and Google Colab, focusing on optical character recognition and digit recognition
- Gained experience with Keras and Tensorflow to train neural networks for pattern recognition applications
- Trained model in a supervised, professor-led environment on the MNIST dataset, achieving 97% accuracy

EXPERIENCE

College at Home Advisor

May 2023 – July 2023

Apple

Remote

- Delivered quick technical remote support to customers' devices which included iOS, iPhones, and iPads
- Efficiently managed customer inquiries, handling 15+ calls daily within a minute of each other
- Adapted swiftly to new software updates and tools, ensuring proficiency in the latest Apple products and services
- Utilized problem-solving skills to diagnose and resolve issues, earning 80%+ customer satisfaction ratings

TECHNICAL AND SOFT SKILLS

Spoken Languages: English, Spanish

Programming Languages: C, Python, Java, C++

Development Tools: GitHub, Visual Studio Code, Sublime Text, Google Colab