Yanelly Mego

(949) 599-6788 • yanellymego@gmail.com • Irvine, CA

EDUCATION

Chapman University, Orange, CA   Anticipated May 2025
Bachelor of Science in Software Engineering   GPA: 3.8
Minor in Psychology

TECHNICAL SKILLS

- C++
- Java
- Object Oriented Programming (OOP)
- Python
- Linux
- Unity
- Excel

RELEVANT COURSES

- Human Factors
- Software Requirements and Testing
- Software Design
- Data Structures and Algorithms
- Operating System

PROFESSIONAL EXPERIENCE

Research Assistant, App Developer   **August 2023–Present**
Chapman Univerisity, Orange, CA
- Programed code in C# using Unity that allows the research team to convert movement into raw data
- Tested different sensors to determine which program provides more accurate and efficient information
- Collaborated with a team of four researchers to analyze data to design a mobile application

Computer Programming and Languages Tutor   **September 2022–December 2022**
Chapman University Tutoring Center, Orange, CA
- Mentored an average of four students per session to increase their competency in programming languages Java and Python
- Effectively communicated and provided feedback to students on projects that required writing efficient code
- Designed learning objectives for students that taught how to break down programming problems in a digestible manner/easier way to understand

RELEVANT PROJECTS

Grand Challenges Initiative   **August 2021–May 2023**
- Collaborated with a partner to design an app in Unity in order to increase technology literacy for an older demographic
- Conducted research by sending out a survey to our target audience to understand how to meet the needs of potential users
- Created deadlines to produce an application and presentation ready for research symposium

Mastery Project: The Waiting Game   **January 2023—May 2023**
- Programmed in C++ that simulated student wait times using different variables
- Utilized lists and queue data types to keep track of how much time a student spent in each office window and who was waiting for their turn
- Implemented object-oriented programming to make the program flexible to the number of windows and students dictated in the input file

Apology Virtual Game   **August 2021—December 2021**
- Coded with a partner to create game in Python that dictates user's outcome depending on dice roll
- Defined methods/functions to activate game rules that were called depending on user's score
- Created options for user to continue playing or quit at any time

ACADEMIC AWARDS AND LEADERSHIP

Society of Women Engineers, President and Founding Member   August 2022—Present
Dean's List   Spring 2023
Provost List   Fall 2021, Spring 2022, Fall 2022

ADDITIONAL SKILLS

- Spoken languages: Spanish (Fluent)