Yulianna Cruz-Trinidad

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EDUCATION

Brown University - Providence, RI Bachelor of Arts, Computer Science

Expected May 2025

GPA: 3.6

SKILLS

Coding Languages: Java, Python, HTML, TypeScript, CSS, Junit Testing, React, C++, SQL, Pandas **Technical Tools:** Visual Studio Code, IntelliJ IDEA, Git, Qt Creator, Figma, PowerPoint, Excel

Languages: English (fluent), Spanish (fluent), Mixteco (fluent), French (intermediate)

RELEVANT COURSES

CS1951A: Data Science, CS1300: User Interfaces and User Experience, CS320: Introduction to Software Engineering, CS200: Program Design with Data Structures and Algorithms, CS150: Introduction to Object-Oriented Programming

PROJECTS

Brush and Filters · Providence, RI · C++

September 2023

• Designed a user-friendly digital art application allowing canvas painting with diverse brush options: Constant, Linear, and Quadratic, while also enabling the application of image filters (Blur, Edge Detection, Scale)

TabsOnCab · (CS320) · Providence, RI · Java, Python, and React

November 2022

- Developed a user-friendly web app that enables students to monitor seat availability for desired courses
- Utilized Firebase as the database and Python for data scraping from CAB (Courses at Brown)
- Applied a secure sign-in process through GoogleOAuth and incorporated SendGrid for automated email notifications when a seat becomes available

Integration: Maps · (CS320) · Providence, RI · Java, TypeScript, and React

November 2022

• Created an interactive map in which one can view an overlay of historical redlining data atop the area and can set bounds to get data from a specific location

Search Engine for Wikipedia Pages · (CS200) · Providence, RI · Python

April 2022 – May 2022

- Implemented Google's PageRank algorithm to allow users to query a corpus of XML Wiki pages
- The preprocessing of each page involved parsing, cleaning, analyzing texts, and calculating its authority

Travel Planner · (CS200) · Providence, RI · Java

March 2022

 Executed Breadth-First Search and Dijkstra algorithms to produce pathways based on inputted graphed data and user prioritization of time or money along with cities they would like to travel to and from

Pacman · (CS150) · Providence, RI · Java

November 2021 – December 2021

 Constructed a custom version of Pacman by applying Breadth-First Search to make the ghosts in the game chase Pacman and created various classes to carry out classic Pacman features

EXPERIENCE

Spanish House · Co-President – Providence, RI

September 2022 – Present

- Conducted weekly meetings for nine executive board members, ensuring collaboration and teamwork to execute semester events
- Directed six group activities a semester to foster an inclusive environment and establish a safe space to explore Spanish interests
- Led fundraising event for 150 students by managing 12 volunteers, revising security plans, strategizing marketing ideas, and overseeing event details leading to a 67% profit margin

UrbanLife Ministries · Academic Development Intern - San Diego, CA

June 2022 – August 2022

- Composed a comprehensive and educational curriculum to teach 30 middle school students how to create games with block code
- Trained 6 high school volunteers on using robotics materials (LEGO Mindstorms) and interacting with students
- Mentored 20 rising seniors about college applications, scholarships, and navigating college as a first-generation student
- Finalized 6 rising senior's personal statements

Panda Express · Retail Sales Associate - San Diego, CA

June 2022 – August 2022

- Cooperated with 8 fellow crew members and store manager to provide quality customer service to 100 175 customers daily
- Administered night shift clean up procedures to ensure workplace is sanitized to meet federal safety standards

ASSOCIATIONS AND COMMUNITY INVOLVEMENT

Movimiento Estudiantil Chicano de Aztlán (MEChA) · Event Manager: 2022 – 2023 **Society of Hispanic Professional Engineers (SHPE) Jack Kent Cooke Foundation** · Young Scholars Program & College Scholarship

September 2021 – Present September 2021 – Present

June 2017 – Present

June 2017 – Present

National Security Language Initiative for Youth (NSLI-Y)

June 2019 – August 2019