Yulisa Sandoval

72 Cole DR. Jacksonville, AR 72076

yjacobo3573@gmail.com

EAC

Little Rock, Ar

Dear, EAC

My name is Yulisa Sandoval and I'm a great candidate for the Summer 2024 internship. I love programming and problem-solving. I have experience with C++, JavaScript, Unity, Java, C#, CSS, HTML, and AWS.

I have excellent communication skills that have been refined by taking communication courses in college. Furthermore, I'm bilingual, so I can communicate both in English and Spanish. I have volunteered constantly in my church and I have led many fundraisers that have helped me develop my leadership skills. I'm a perfect addition to your team and I know I could improve the EAC.

I hope that as you read my resume you will encounter more in depth all of my abilities and work experience. Additionally, I'm thrilled to answer any questions you might have. You can contact me at 501-533-7907 or through email yjacobo3573@gmail.com

Thank you for taking the time to read my application. I hope you have a great day!

Sincerely,

Yulisa Sandoval

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EXPERIENCE

Emerging Analytics Center, UALR — *Documentation Team volunteer*

August 2021 - December 2021

Working on Confluence Atlassian to create docs/articles and banners.

EDUCATION

Sylvan Hills High School, Sherwood, Arkansas— *Diploma*

August 2017 - May 2021

UALR, Little Rock, Arkansas — *Degree*

August 2021 - May 2025

PROJECTS

Web Technologies Projects — *Github and AWS Cloud*

I created multiple projects in my Web Technologies class that helped me refine my CSS, JavaScript, and HTML skills. The link below takes you to all of them.

–https://yjacobo3573.github.io/ifsc-1310/

Conversion program — *Visual Studios C++*

I designed a program that allows users to convert between decimal, binary, hexadecimal, and floating-point representations of numbers. It provides various functions for each type of conversion.

Moreover, the program prompts the user to select the type of number they want to convert and then the type they want to convert it to. It handles different conversions based on the user's input. For each conversion, it displays the result to the user.

Here's a link to my code
https://docs.google.com/document/d/1IuxlBSVaGy9Yt4GjYMCfbzBRfwuoGuxjezOP9syaPvw/edit?usp=sharing

SKILLS

Proficient Java-script skills

Proficient HTML and CSS skills.

Cloud 9 Amazon experience

Advanced C++ skills

Proficient C# skills

Proficient Java skills

Proficient Unity skills

Proficient Photoshop and logo skills

Experience in Marketing- Currently taking a class named *Principles of Marketing*

Proficient in writing technical documents

LANGUAGES

Bilingual- English and Spanish

GPA

3.86

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Reverse Polish notation calculator — *Visual Studio C++*

This program is a Reverse Polish Notation (RPN) calculator designed to evaluate mathematical expressions. It supports basic arithmetic operations like addition, subtraction, multiplication, and division, as well as trigonometric functions such as sine, cosine, and tangent.

The algorithm utilizes a stack-based approach to process the expressions efficiently. Additionally, it handles decimal numbers and prints the results with a precision of three decimal places. Test cases are provided within the code to demonstrate the calculator's functionality with various expressions. Overall, the program offers a straightforward and reliable tool for evaluating mathematical expressions in RPN format.

Here's a link to my code
https://docs.google.com/document/d/1t88-fxE3lFsJ-fb9jNgfer7T_8x3T7YT64kj07lRlxo/edit?usp=sharing

Dragon Battlefield- *Unity and Visual Studio C#*

In Unity, I developed a project called Dragon Battlefield with the main purpose of storing data in phpMyAdmin, a database administration tool.

The project revolves around a game that features three entities: a player (represented by the camera), a dragon, and a sword. The objective of the game is to use the sword to inflict damage on the dragon. As the player and the dragon get closer to each other, the player's health gradually decreases.

If the player remains in close proximity to the dragon for an extended period, they eventually die. Additionally, I implemented a system to track the movement of the player and the sword, ensuring that every frame per second was accurately updated in phpMyAdmin.

Here's a link to a video that shows the program:

https://drive.google.com/file/d/12oYpouU1ig8pvX45u-5xpdiWPDQnuJ6b/view?usp=drive_link

Here's a link that has the program zipped up:

https://drive.google.com/file/d/1jMF2pWZindfCw886--Tvdv9x91mnwGjh/view?usp=drive_link

Infix to Postfix calculator- *Visual Studio C++*

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This program facilitates the conversion of arithmetic expressions from infix to postfix notation and enhances the input format by inserting delimiters between operators and operands.

The InfixToPostfix function systematically processes each character of the infix expression, leveraging a stack to manage operators based on their precedence. It distinguishes between operands, operators, and parentheses, constructing the postfix expression accordingly.

Meanwhile, the AddDelimetersToStr function augments the input string by interspersing spaces between operators and operands. This ensures a standardized format for processing. In the main function, the program iterates indefinitely, prompting users to input arithmetic equations. It then applies the delimiters and conversion functions to generate and display the corresponding postfix expressions.

Here's a link to the code

https://docs.google.com/document/d/1RCvgYOhwIYOtH2gsOQCWX3GpxHSx2_mh68N7G WCvzgQ/edit?usp=sharing