

ALEJANDRA Y. VILLANUEVA

Software Engineer

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Skills

Proficient: Node, JavaScript, Express, React, Redux, Mocha, Chai, PostgreSQL

Knowledgeable: Git, Sequelize, Socket.IO, Material-UI, Python, C++, Unity, GameMaker Studio 2.0

Familiar: JIRA, Mabl, C#, Webpack

Projects

Live Music Mapper, Programmer (NERP Stack, JavaScript)

May 2021 – July 2021

A social media web app that allows users to search for concerts based on their location and connect with friends. Users can connect their Spotify accounts to get personalized event recommendations.

Sesame Breakout, Programmer (GameMaker Studio 2.0)

Aug 2018

A brick-breaker game developed for Sesame Workshop's 50th anniversary celebration. This game can currently be found on Sesame Street's website.

Experience

Digital Leadership and Learning Trainer, Global Kids, Manhattan, NY

Sept 2019 – August 2021

- Lead designer and facilitator for curriculum centered around women's issues and digital skills
- Manage different student projects and program across 5 different high schools
- Support facilitating and curriculum writing for different high school programs about global issues

Recurser, Recurse Center, Brooklyn, NY

July 2019 – Sept 2019

- Explored and learned about different methods of AI for games using Unity and C++
- Self-taught advanced C# topics by watching online tutorials and reading textbooks
- Paired with other recursers to create games and other art projects in JavaScript

Digital Media Engineering Intern, Sesame Workshop, New York, NY

June 2019 – Aug 2018

- Designed and programmed a brick breaker game for their 50th anniversary celebration
- Improved and created new documentation of current processes and statuses across projects
- Tested digital products including websites, games, and apps using JIRA for issue tracking

Education

Fullstack Academy, Part-Time Flex Program, New York, NY

Certificate in Software Engineering, July 2021

New York University, Tandon School of Engineering, Brooklyn, NY

Bachelor of Science in Integrated Digital Media, GPA: 3.81, May 2019

Minor in Game Engineering

Honors: *magna cum laude*