

Isabella (Bella) Rivera

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EDUCATION

B.S. Computer Science (Direct Admit) | University of Washington (Seattle, WA) | September 2019 – August 2022

- Relevant Coursework: Software Design and Implementation, Data Structures and Parallelism, Algorithms, Web Programming, Database Management

SKILLS

Languages: Java, JavaScript, HTML, CSS, Python, Limited SQL

Software & Platforms: JIRA, Heroku, GitHub/GitLab, Microsoft Office 365, G Suite

IDEs: IntelliJ, JGrasp, BlueJ, Atom, Visual Studio Code, PyCharm

WORK EXPERIENCE

Student Lead | [University of Washington Startup Program](#) | June 2021 – October 2022

- Fulfilled the same duties as in the Teaching Assistant position.
- Additionally, trained new Student Leads on how to use the payroll system, grade student assignments, and lead and create presentations for hosted lunch chats.
- Planned, organized, and advertised group bonding/educational events for students.
- Hosted regular 1:1 mentoring/advising sessions with students throughout the academic year.

Teaching Assistant | [University of Washington Startup Program](#) | June 2020 – September 2020

- Taught students JavaScript, HTML, and CSS.
- Taught abstract topics such as the HCDE/HCI, the problem-solving process, and how to best transition into college from high school.
- Graded student assignments, developed curriculum, created and facilitated presentations about various computer science topics and college information, managed group activities, and answered students' questions.
- Created a personal webpage to provide information about myself and the course, as well as to demonstrate to the students how to correctly implement HTML and CSS, and how to upload files from the local server to an online server.

Software Development Intern | CDK Global LLC. | June 2018 – August 2018

- CDK Global is a software development company that works with automotive dealerships to enhance connectivity and sales.
- Worked in a team of three to find errors in the Java code of an online tool that was to be utilized by the company. Met with the client as well to discuss what types of fixes were needed. Led and held daily progress meetings to ensure productivity.
- Developed an online Hangman game from scratch that was then launched and presented to the employees at the company. Developed skills in JavaScript, HTML, and CSS.
- Led a "Clean Code" presentation for the employees, directors, and project managers at the company.
- Participated in a company Hackathon, where my team used software such as Unity and Maya to develop a VR car shopping experience, which allows interested buyers to look around the car virtually.

PROJECTS

[Personal Website](#) | Personal | December 2022 – Present (a work in progress)

- Applied new skills in JavaScript, HTML, and CSS to develop a website that serves as a portfolio for my work and skills.

[Connections](#) | UW School Project | November 2021

- Collaborated with three teammates to create a digital high-fidelity mockup of a mobile application, Connections, designed to assist separated people and single parents in making connections with others.
- Designed Figma mockup after iterations of user research, prototyping, and user testing/feedback loops.

Campus Paths | UW School Project | February 2019

- Developed an online program to calculate the shortest path between two University of Washington campus buildings.
- Utilized Java to create a generic graph ADT, created the main algorithm using Dijkstra's, developed a backend server using Spark and a frontend React GUI.