

MICHELLE CAPRILES-ESCOBEDO

1031 E Lemon St, Apt 4, Tempe, AZ 85281 | Cell: (301)-787-3472 | mcaprile@asu.edu

Website: michellece.com | LinkedIn: <https://www.linkedin.com/in/mcaprile> | Github: <https://github.com/mcaprile>

EDUCATION

Arizona State University

Bachelor of Science in Software Engineering

Expected Graduation: May 2018

GPA: 3.89

SKILLS

Languages:

Java, HTML, CSS, JavaScript, Google Apps Script, MySQL, C++, Python, C

Software:

Design Software: Adobe Photoshop, Adobe InDesign, GenMyModel, Balsamiq
Google Docs: Sheets, Docs, Forms
GitHub, Stash, Jira, Taiga

Operating Systems:

Windows, Mac OSX, Linux, Android, iOS

WORK EXPERIENCE

Software Engineering Intern

05/2017 – 08/2017

Fidelity Investments

DURHAM, NC

- Collaborated in scrum team to develop web application designed to allow employers to build custom health insurance options for employees and allow employees to select from those options
- Created stored procedures using MySQL and integrated with server-side code using Java and Spring-boot
- Collaborated on the design of database tables and relationships to make information intuitive to access from the front-end
- Developed in full-stack capacity to create web pages using Angular JS and Bootstrap that make REST API calls and integrated with server-side code
- Designed the API for pulling in static contribution IRS limits as part of the API for health insurance plans

Management Intern

08/2013 – 06/2016

The Latino Resilience Enterprise at Arizona State University

Tempe, AZ

- Developed and designed a tasks manager system using Google Apps Script integration with Google Sheets and Google Forms. Managers within the research department would use the tasks manager to assign tasks to staff members and graduate students, and track their progress. Staff members and graduate students would have a centralized place to see their individual tasks and update their status.
- Prepared and updated documentation used to present the tasks manager and to train the department on how to use it.
- Created and designed promotional materials for projects such as: PowerPoint templates, flyers, newsletters, and brochures.
- Designed the layout of a website for a conference.
- Developed and managed Access databases for different projects to keep track of participants. Used the databases to generate Word documents using mail merging and generated reports.

Bilingual Research Consultant

09/2012 – 06/2013

The Center for Games and Impact at Arizona State University

Tempe, AZ

- Provided structural website assistance to the Center for Games and Impact using a WordPress framework.
- Coordinated and participated in field research for two educational video game implementations, across five middle schools in the Sunnyside School District (Tucson, AZ).
- Communicated regularly with participating teachers to ensure quality and address potential concerns.

User Experience Designer for the Frontier Project

01/2011 – 07/2011

Hoosier Games

Bloomington, IN

- Collaborated with game developers and programming team to ensure the web interface complimented the game mechanics of a Python based game.

Web Designer

01/2011 – 03/2011

Hoosier Games

Bloomington, IN

- Designed a professional grid-based WordPress template for a website appropriate to the field of video game development.

Intern Web Designer

10/2010 – 02/2011

Styleta Inc.

Bloomington, IN

- Created a tool out of JavaScript that efficiently displayed events for the company according to categories.

Web Designer

02/2008 – 09/2010

Indiana University Cognitive Science iCogSci Project

Bloomington, IN

- Designed a professional template that intuitively highlighted up-to-date academic content
- Generated a database of profiles with JavaScript, replacing a database constructed out of HTML tables.

AWARDS & HONORS

- MLH Hack Harassment Award for Hack CU Episode III Project (Real Talk) – April 2017
- GHC Scholar 2016 - Anita Borg Institute Grace Hopper Celebration 2016 Scholarship Recipient
- Ira A. Fulton Schools of Engineering Dean's List – Fall 2016, Spring 2016, and Fall 2015
- The Honor Society of Phi Kappa Phi – Joined Spring 2016

LEADERSHIP**President***Arizona State University Software Developers Association (SoDA – thesoda.io)***4/2017 – PRESENT**
Tempe, AZ

- Leading team of 19 officers to continue club growth and impact
- Coordinating the introduction and execution of four new initiatives designed to engage new members and strengthen the support network of computer science students at ASU
- Overseeing various club functions, such as acquiring sponsorships, planning workshops, and successful marketing to ensure the continued success of our club in its ability to provide our student base valuable resources and exposure to industry

Director of Marketing*Southwest Hacks (swhacks.org)***12/2016 – PRESENT**
Tempe, AZ

- Vetted and recruited ten people to make up the marketing team for a hackathon at ASU
- Manage a team of students in creating promotional materials for the hackathon
- Coordinated school outreach to other schools in the Southwest as well as within ASU to encourage their students to come
- Achieved an attendance of over 400 participants

Marketing Committee Lead and Director of Communications*Arizona State University Software Developers Association (SoDA – thesoda.io)***10/2016 – 3/2017**
Tempe, AZ

- Maintain community engagement through social media
- Led a team in marketing efforts to expand the size of the club and number of attendees at events

PROJECTS**Programmer for Real Talk****4/2017 - PRESENT**
Tempe, AZ

- Programmer for project that uses Alexa to ask about someone's day and detect patterns over time about what might improve or worsen their mood using statistical analysis.
- Continuation of prize-winning project at Hack CU 2017
- Developed statistical analysis and Alexa skill using Python

Programmer and Designer for Yahtzee Game*Arizona State University***Fall 2015**
Tempe, AZ

- Designed the visual aesthetic of a Java based Yahtzee Game for our Software Enterprise class project
- Coordinated the distribution of tasks among the team members (four team members total) to complete different aspects of the game
- Created Java panels for the user interface and integrated the different parts of game functionality with the user interface
- Utilized unit and system testing in order to verify that the game worked as intended
- Collaborated in the creation of UML use case and class diagrams using GenMyModel in the conception phase of the game design

Project link: <https://www.youtube.com/watch?v=h4Gkwypmh68>

Description of my role at: 6:44