

Katherine Alvarenga

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EDUCATION

University of Maryland

Bachelor of Science in Computer Science

College Park, MD

Aug. 2024 – Dec 2027

Prince George's Community College

Associate of Applied Science in Information Technology

Largo, MD

Aug. 2019 – May 2022

EXPERIENCE

PM Director – UI/UX Track

Latinos in Computing at UMD

June 2026 – Present

College Park, MD

- Lead planning and execution of the UI/UX Track, including a series of weekly workshops launching Fall 2026
- Define workshop content and structure to build members' UI/UX design skills and industry readiness
- Coordinate outreach to guest speakers from the UI/UX industry for upcoming workshops

Computing Instructor & Ambassador

Computing Catalyst, University of Maryland

June 2026 – Aug. 2026

College Park, MD

- Designed and developed project-based programming curriculum covering JavaScript, cybersecurity, AI concepts, and 3D game development
- Guided 40+ students through debugging, software design, and iterative development using industry inspired workflows
- Collaborated with a multidisciplinary team to refine curriculum across multiple computing programs

Sprinternship Intern

Computing Catalyst at UMD, in partnership with BecauseICan

Jan. 2026

College Park, MD

- Selected for a paid micro-internship in the Information Systems track, helping older adults understand and safely use AI
- Produced an educational video explaining how scammers use AI-generated content to target older adults
- Designed a website in Figma to showcase the team's AI safety solutions and educational resources for older adults

IT Intern

Sinclair Broadcast Group

July 2025 – Aug. 2025

Arlington, VA

- Deployed and configured 50+ Windows 11 enterprise workstations, performing BIOS configuration, driver installation, software deployment, and imaging for production environments
- Diagnosed and resolved hardware, networking, authentication, and software issues while supporting enterprise users through an internal ticketing system
- Managed IT assets, software licensing, and workstation provisioning while ensuring compliance with organizational deployment standards

PROJECTS

Re:act 2026 Road Safety Campaign | Figma, Adobe Suite

March 2026- June 2026

- Conducted primary user research (20+ survey respondents ages 17-25), synthesizing findings into interface and interaction design decisions
- Designed and prototyped a landing page in Figma, focusing on usability, accessibility, and user-centered design
- Developed a cohesive design system and campaign assets, including a roadside billboard and graphics for Instagram

NeverAlone | TypeScript, React Native, Expo, Expo Router

Technica Hackathon 2025 – 2026

- Identified the challenge of social isolation among freshmen and commuter students and developed a mobile application that connects nearby classmates for study sessions, meals, or social activities
- Built a full-stack React Native application using TypeScript, Expo, Firebase Authentication, and Cloud Firestore to support secure user accounts and real-time profile management
- Designed and implemented a real-time location-based matching feature using react-native-maps and Cloud Firestore, allowing students to discover nearby classmates based on availability

TECHNICAL SKILLS

Languages: Java, Python, C/C++, Assembly, SQL, JavaScript, TypeScript, HTML/CSS, R

Frameworks/Libraries: React, React Native, Expo Router, Firebase Authentication, Cloud Firestore

Developer Tools: Git, GitHub, VS Code, Visual Studio, Eclipse, Expo, PlayCanvas

Design: Figma, Adobe Creative Suite, Canva