

Cheryl Moser

Software Engineer | B.S. Computer Science, 2025

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RECENT PROJECTS

Software Engineer, [reCVE – Full-Stack CVE Alert System](#)

Senior Capstone: North Seattle College | April 2025 - June 2025

- Designed and developed UI/UX with Figma, React Native, TypeScript, and Expo Go; optimized for Android and web.
- Built and containerized backend services with Express.js, Docker, and Docker Compose.
- Developed efficient, dynamic SQL search endpoints to support real-time data filtering.
- Gained hands-on experience with distributed systems and cross-platform development in a multi-container environment.
- Selected as a finalist for an intercollegiate senior capstone competition.

Security Analyst, [JamSocial Security Enhancement and Compliance Initiative](#)

Micro-Internship: Riipen x JamSocial x North Seattle College | April 2025 - June 2025

- Conducted a codebase security and compliance audit for a real company.
- Identified vulnerabilities and provided recommendations, reinforcing secure coding practices.
- Gained further experience with stakeholder communication via weekly stand-ups, midpoint check-in, and a final analysis memorandum complete with executive summary.

Open-Source Contributor, [Appwrite Template Translation](#)

Micro-Internship: CodeDay Labs x North Seattle College | January 2025 - March 2025

- Translated an Appwrite backend template from Node.js to Dart, focusing on server-side logic and API functionality.
- Performed API testing with Postman, ensuring proper request handling and response consistency.
- Gained hands-on experience contributing to an open-source project.
- Worked within a large codebase and ensured backend integration was functional.

Cloud Architect, AWS Student Information System

AWS Academy | February 2025 - March 2025

- Architected a serverless database solution with AWS Aurora Serverless (MySQL), improving scalability.
- Deployed an AWS-based system across two availability zones for high availability.
- Implemented IAM security policies and used Secrets Manager for secure credential storage.
- Earned the [AWS Academy Graduate - Cloud Web Application Builder - Training Badge](#).

SKILLS

Languages:	Python, Java, SQL, Bash, TypeScript, JavaScript, HTML, CSS
DBMS:	MySQL, PostgreSQL, SQLite
Frameworks & Tools:	Node, Express, React, React Native, Expo, Junit, Jest, Selenium, Gradle, Postman, AWS, Docker
Collaboration:	Git, GitHub, Slack, Zoom, Jira, Confluence, Discord
Design:	Figma, Lucid Chart, SketchUp, V-Ray, Unreal Engine, Photoshop & GIMP
Platforms:	Ubuntu Linux, Windows
More:	Agile Development, American Sign Language (level: limited working proficiency)

EDUCATION

Bachelor of Science (BS), Computer Science

North Seattle College, Seattle, WA | 2025

Participation in the Mentors in Tech (MiNT), CodeDay Labs Micro-Internship, Riipen Micro-Internship.
GPA: 3.99

Bachelor of Arts (BA), Human Evolutionary Biology

University of Washington, Seattle, WA | 2016

SELECTIVE WORK HISTORY

Computer Science TA and Tutor

North Seattle College | January 2025 – June 2025

- Assisted the lead faculty with creating promotional content for the North Seattle College Bachelor of Science in Computer Science program.
- Established a program-specific business [LinkedIn profile](#), and adapted a dedicated website.
- Researched the Otter Grader auto grading software and created documentation for faculty.
- Assisted students with questions regarding junior-level computer science courses through weekly office hours, and general availability via Slack messaging.
- Provided support for technical interview practice sessions.

Faculty Tenure Committee Member

North Seattle College | April 2024 – December 2024

- Served as a student representative on a faculty tenure committee.
- Contributed to academic governance by providing a student perspective on faculty teaching effectiveness, accessibility, and overall impact on student learning, accomplished through careful consideration of faculty achievements, teaching evaluations, and student feedback.

Architectural Visualization Specialist

Self-Employed | February 2017 – April 2024

- Built 150+ 3D CGI models and renderings (including real-time 3D) for clients over 6+ years using design software such as *SketchUp Pro*, *V-Ray*, and *Unreal Engine*.
- Reduced client costs by eliminating design conflicts ahead of construction.
- Provided concise design materials for permit review.