

# Lizeth Valdovinos Rodriguez

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## EDUCATION

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California State University, Long Beach

B.S • **Computer Science**

Aug 2020 - Dec 2024

## EXPERIENCE

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### **Camp Counselor**

Jun 2024 - Jul 2024

Girls Make Games, 2024 Summer Fellowship, Remote

- Mentored students in 2D game development using Construct 3, guiding teams through the full development lifecycle, including design, prototyping, and milestone delivery.
- Provided individualized instruction on Construct 3 fundamentals, ensuring student mastery of game logic, level design, and mechanics.
- Supported collaborative teamwork and problem-solving in a remote learning environment.

### **Graphic Designer & Programming Officer**

Sep 2023 - Dec 2024

Video Game Development Association (VGDA, CSULB), Long Beach, CA

- Facilitated technical workshops on Unity and Godot game engines, improving members' skills in scripting, animation, and game systems.
- Planned and executed student engagement events, increasing participation by 30% through marketing strategies and community outreach.
- Designed digital and print media assets, resulting in a 60% boost in event attendance and social engagement.
- Collaborated with a cross-functional executive board to align events with organizational goals.

### **Graphic Design Lead (Co-Designer)**

Aug 2023 - Dec 2024

Women in Computing (WIC), California State University, Long Beach – Long Beach, CA

- Designed detail-oriented promotional materials to support club events, outreach, and branding initiatives.
- Served as Co-Lead of the MarinaHacks Design Committee for WIC's annual hackathon, collaborating on branding, marketing assets, and visual identity for the event.
- Coordinated closely with team members to ensure cohesive and engaging visual content across digital platforms.

## PROJECTS

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### **HangoGo**

Python, JavaScript, HTML, CSS, Google Places API

- Collaborated with a team of 4 to design and build a web app that uses AI to generate personalized hangout recommendations.

### **Invasion of the Allackies!**

Unity, C#

- Programmed enemy behaviors for a Doom-style shooter game as part of a team of 8, contributing to combat design and gameplay functionality.

## SKILLS

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Java • Python • C++ • C# • HTML • CSS • JavaScript • Git • GitHub • Unity • Godot