

Judith J. Rios

Philadelphia | PA | judith.rios@temple.edu

EDUCATION

Temple University – Fox School of Business, Philadelphia, PA

Bachelor of Business Administration

May 2026

Major: Management Information Systems | GPA: 3.05

AWARDS

Awards: Diamond Scholarship, Class of 2022 Award, CST Dean's PA Scholarship, NSBE Member of the Year

SKILLS

Software Development: Python, Java, C

Project Management: PowerPoint, Microsoft Word, Excel, Outlook, Google Docs, Sheets, Slides, Forms

Languages: Native proficiency in Spanish

EXPERIENCE

iD Tech, Villanova, PA

May 2024 – August 2024

Robotics and Programming Instructor

- Developed and delivered an interactive coding and robotics curriculum, increasing student engagement and STEM interest by 30%.
- Designed hands-on projects that reinforced programming logic while guiding students through troubleshooting and debugging exercises to foster critical thinking and collaborative problem-solving.

Olave's Cleaning, Philadelphia, PA

May 2022 – June 2022

IT Help Desk

- Designed and implemented a new computer system, streamlining company workflows and boosting task efficiency by 25%.
- Diagnosed and resolved technical issues, reducing downtime and improving overall business operations.

Harriton High School, Bryn Mawr, PA

June 2021 – July 2021

STEM Mentor & Instructor

- Taught students how to build and program Raspberry Pi computers, sparking interest in computer engineering.
- Designed and led hands-on activities to enhance understanding of computing fundamentals.

EXTRACURRICULAR EXPERIENCE

Member, Alpha Kappa Alpha Sorority, Incorporated

November 2024 – Present

SEO EDGE Participant, SEO Career

January 2024 – Present

Director of STARS, Temple University Community Service Association

January 2024 – Present

Community Service Chair, Afro-Latinx Student Association

September 2023 – Present

Pre-College Initiative Chair, National Society of Black Engineers

August 2019 – Present

PROJECT EXPERIENCE

Baggebo, Program Design & Abstraction

January 2024 – January 2024

Creator

- Developed an AI-driven two-player strategy game based on ancient Nordic traditions, integrating input validation, random computer-generated moves, and winner determination algorithms.

Goblet Gobblers, Introduction to Programming in Python

August 2023 – August 2023

Creator

- Engineered an interactive Tic-Tac-Toe variant with real-time multiplayer gameplay on a single device, featuring an intuitive user interface with game logic and validation.