

# Ashley Manese

Los Angeles, 90042 | (323)791-3089 | ashleymanese31@gmail.com  
[https://3100ashley.github.io/AshleyManese\\_Portfolio/](https://3100ashley.github.io/AshleyManese_Portfolio/)

## Summary

Computer Science undergraduate with over a year of experience in mobile and web application development. Skilled in object-oriented and functional reactive programming.

### Technical Skills

Languages	Javascript, HTML, CSS, React.js, React Native, Java
Databases	MySQL, MongoDB, Firebase
Other	Git, npm, Canva, Chrome DevTools, Slack, Jira, Confluence

### Experience

2021-present	<b>Junior Web Developer</b> , California State University: Graffix Maintain and enhance the website for the school's student union organization, as well as plan and transition the existing technology stack to use the React framework.
2021-present	<b>STEM Instructor/Mentor</b> , Dreams for Schools Develop curriculum to guide over 17 elementary schools students with game development using Scratch. Responsibilities also include organizing various STEM-related activities, such as building a basic application, to teach computer science fundamentals and cultivate curiosity.
2021	<b>Snapchat Scholar</b> , Snap Engineering Academy Worked in a cross-functional team to implement a mobile prototype feature on SnapMaps, called SnapLOVE, to help provide resources for the LGBTQIA+ community. Worked closely with the nonprofit, Outfest, as well as Snapchat engineers, designers, and marketers. Focused on creating a responsive front-end using React Native and sending data to users using Firebase. (See <a href="https://github.com/sugarfig/SnapLove">https://github.com/sugarfig/SnapLove</a> )

### Projects

2021	<b>Naruto Snap Filter</b> Developed a Naruto Snap Lens. Using the camera, p5.js, ml5.js to detect certain motions and add in animations. (See <a href="https://3100ashley.github.io/naruto-snap-lens--ml5/">https://3100ashley.github.io/naruto-snap-lens--ml5/</a> )
2021	<b>Pomodoro Timer</b> Created a time management timer using React.js to promote productivity. (See <a href="https://github.com/3100ashley/pomodoro">https://github.com/3100ashley/pomodoro</a> )
2021	<b>Memory Game</b> Developed and published a responsive and interactive game using HTML, CSS, and JavaScript on Github Pages. (See <a href="https://3100ashley.github.io/memory-game/">https://3100ashley.github.io/memory-game/</a> ).
2020	<b>Ocean Trap</b> Created an interactive game in Java with JavaFX. Users were able to communicate with the game's logic through a graphic interface.

### Extra Curriculars

2021-present	<b>Lead Web Developer</b> , Cal State LA: Code Brew Club Created new UX designs and mentored students to learn coding with HTML and CSS. Helped organize a coding session to teach high school students HTML and CSS basics and assisted the students in creating a simple website.
--------------	--

### Education

Degree	Bachelor's Degree in <b>Computer Science</b> - California State University, Los Angeles (May 2023)
Awards	Cal State LA Dean's List (2020), Snapchat Scholar (2021)
Courses	Java Programming, Object Oriented Design, Data Structures, Algorithms, Database Design, Differential Equations, and Fundamentals of Discrete Mathematics, Linear Algebra, Paradigms, Software Engineering