Ashley Manese

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Summary

Computer Science undergraduate with industry experience working across full stack software development. Extensive knowledge in mobile and web application development. Skilled in object-oriented and functional reactive programming.

Education

Degree: Bachelor's of Science in **Computer Science** - California State University, Los Angeles | Major GPA: 3.49   Expected: May 2023

Awards: Cal State LA Dean's List   Aug 2020 - May 2022

Technical Skills

Languages: Javascript, HTML, CSS, React.js, React Native, Next.js Java, Typescript, Go

Databases: MySQL, MongoDB, Firebase

Other: Git, npm, Canva, Chrome DevTools, Slack, Jira

Experience

Junior Web Developer, California State University: Graffix   Sep 2021 - Present
- Updating the student union website with current information and fixing legacy code accessibility issues
- Assisting in planning the transition of the existing technology stack to use the Next.js framework

Software Engineer Intern, Snap Inc   May 2022 - Aug 2022
- Enhanced an internal tool's UI to increase user autonomy and efficiencies across teams by removing and reordering columns
- Increased code coverage 5% by building production level unit tests
- Worked in a team to build a utility within an internal tool to provide/deny access to users based on their role by building its service layer
- Mentored a Snap scholar by guiding them through mock technical and behavior interviews. As well as reviewing resumes and portfolios.

STEM Instructor/Mentor, Dreams for Schools   Sep 2021 - Dec 2021
- Develop curriculum to guide over 17 elementary schools students with game development using Scratch
- Responsibilities include organizing various STEM-related activities, such as building a basic application, to teach computer science fundamentals and cultivate curiosity

Snapchat Scholar, Snap Engineering Academy   June 2021 - Aug 2021
- 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 https://github.com/sugarfig/SnapLove)

Projects

Mark My Words   Dec 2022

Developed a Mozilla extension that allows users to highlight and create notes within a webpage. (See https://github.com/3100ashley/CS4540-Collab)

Pocket Coach   May 2022

Worked with a team of engineers to build a prototype mobile application with React.js to help users be motivated to exercise and workout more. (See https://csb-x4yhom.netlify.app/)

Pomodoro Timer   Aug 2021

Created a time management timer using React.js to promote productivity. (See https://github.com/3100ashley/pomodoro)

Memory Game   Feb 2021

Developed and published a responsive and interactive game using HTML, CSS, and JavaScript on Github Pages. (See https://3100ashley.github.io/memory-game/).