# **Ashley Manese**

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# Summary

Computer Science undergrad seeking an internship in software development. One year of experience in designing and building responsive user interfaces. Skilled in object-oriented programming as well as quantitative analysis.

## **Technical Skills**

Languages Java, Javascript, HTML, CSS

Databases MySQL, MongoDB

Other Git, npm, Canva, Chrome dev tools

## **Work Experience**

# 2019-Present Corps Advocate, AmeriCorps: Jumpstart

Designed and implemented lesson plans to help preschoolers in underserved communities with academic and social skills to promote quality education.

# 2020 Math Teaching Assistant, Summer Transition to ECST Program (STEP)

Reviewed mathematical foundation with incoming first year college students to help with their placement exams. Conducted one-on-one for additional assistance with problem sets, exams, and guizzes.

#### **Projects**

# 2021 Memory Game

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

#### 2020 Personal Website

Built a responsive website using HTML, CSS, and JavaScript. The site followed common UX design principles and was published on Github Pages. (See https://3100ashley.github.io/ashley-manese).

## 2020 Ocean Trap

Created an interactive game in Java with JavaFX. Users were able to communicate with the game's logic through a graphic interface.

#### **Extracurriculars**

# 2020-Present Mentee, STEM Advantage, Association for Computing Machinery (ACM)

Connected with senior software engineers in an academic setting to learn more about career paths and other opportunities for underrepresented groups in technology.

#### 2021 **Volunteer,** Society of Women Engineers (SWE)

Helped organize a coding session to teach high school students HTML and CSS basics. Helped the students create a simple website.

# Education

Degree Bachelor in Computer Science - May 2023

Awards Cal State LA Dean's List (Spring 2020)

Courses Java Programming, Object Oriented Design, Data Structures, Database Design, Differential

Equations, and Fundamentals of Discrete Mathematics, Linear Algebra.