A L E X I S L U E V A N O S

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Education

California State University, San Bernardino San Bernardino, CA
Bachelor of Science, Computer Engineering & Minor in Data Science |**3.7 GPA cumulative** Expected Spring 2025

Technical Overview

Programming Languages: C++, Python, MySQL, C, SQL, HTML, CSS, JavaScript
Tools: Multimeter, Oscilloscope, Soldering and DC power supply, Arduino, Raspberry Pi
Software: Microsoft, Linux, Visual Studio Code, Beginner ArcGIS, AutoCAD
Machine Learning AI Libraries: NumPy, Pandas, TensorFlow, PyTorch, scikit-learn, Matplotlib, Keras

Relevant Experience

Data Science Intern | Earn Learn Play Project, Youth Development Department, City of Los Angeles
UCR DS-PATH Program June 2024 – September 2024

- Collaborated with the Youth Development Department on the Earn Learn Play (ELP) project, focusing on creating an interactive, searchable ArcGIS map for Los Angeles youth programs.
- Supported data schema design, data cleaning, and consolidation, ensuring accurate and accessible data for public use.
- Developed a data pipeline integrated with MySQL and ArcGIS Online to automate updates and maintain real-time data accuracy.

Undergraduate Researcher | Language Explanations for Self-Driving Scenes Project
California State University, San Bernardino June 2024 – August 2024

- Conducted research to enhance autonomous vehicle interpretability through natural language processing (NLP) and computer vision.
- Developed and enhanced two datasets (Cityscapes and GTA5) by generating and refining natural language descriptions of urban driving scenes to improve model accuracy and context awareness.
- Presented project findings at the IEEE DSAA Conference 2024, showcasing insights on scene comprehension and safety in autonomous vehicles.

Projects

Project Lead the Way Robotics Competition

- Demonstrated exceptional leadership skills in guiding the team through the project lifecycle, ensuring adherence to strict deadlines and budgetary constraints.
- Leveraged advanced C++ programming techniques to enhance the functionality and performance of the robot for competitive tasks.
- Integrated diverse robot components, ensuring functionality and structural integrity.

LED Dice Random Number Generator

- Engineered an interactive LED-based random number generator that simulates dice rolls, showcasing robust skills in circuit design, digital logic, and PCB assembly.
- Designed and implemented the system on a custom PCB, incorporating LED displays and a button-activated feature for random number generation.
- Assembled and soldered logic gates and resistors to construct a responsive LED matrix for enhanced user interactivity.

Student Involvement

Computer Science and Engineering Club, CSU San Bernardino Fall 2022 – Current

- Mentored junior members and hosted soldering workshops, enhancing hands-on circuit assembly skills.
- Participated in coding, AI, and cybersecurity workshops, fostering technical growth and collaboration.