

Essence Raymo

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EDUCATION

Clarkson University, Bachelor of Computer Science—Potsdam, NY

GPA: 3.45/4.0

Expected Graduation: December 2025

Awards & Honors: 2nd Place in NSBE '23 Research Competition | Dean's List '23 | Clarkson Academic Excellence Scholarship Recipient

TECHNICAL SKILLS

Programming Languages: Python, C++, CSS, HTML, JavaScript, MATLAB

Tools: Visual Studio, PyCharm, Django, Linux, Power BI, Microsoft Office (Excel, Word, PowerPoint)

PROFESSIONAL EXPERIENCE

Research Assistant—Astronautics and Robotics Laboratory

May 2023 – Present

- Utilize Python & NAOqi framework to design an algorithm for a humanoid robot to simulate and verbally instruct human-like movements
- Developed infographics, graph models & presentation plans using Power BI to headline the NAO Robot & deliver a multi-faceted oral presentation on Robotic Technology in Healthcare before a collegiate audience
- Reviewed scientific literature on state-of-the-art Robotic Technology in Healthcare & drafted a proposal to initiate research Project
- Connected to the musculoskeletal software "Anybody Modeling System" using Python, employing libraries such as NumPy, matplotlib, and Pandas to extract data and create graphs

Tutor—Clarkson University

September 2023 – Present

- Instructed one-on-one & group tutoring sessions for students in Calculus I, Calculus II, & Intro to Computer Science
- Produced customized lesson plans, resulting in an improvement in exam scores for over 40 students by at least 20%

Information Technology Worker—LSU of Alexandria

March 2023 – May 2023

- Performed installations of computer systems & initial configurations, in addition to new versions of customized software
- Maintained computer systems by way of software upgrades, virus detection, & troubleshooting
- Provided telephone & field support for computer hardware, software, & peripheral equipment to at least 25 users per week

PERSONAL & COLLABORATIVE PROJECTS

STEM Quest Challenge

February 2024 – April 2024

- Coordinated with team members to craft an engaging educational program to foster interest in STEM among local students
- Devised a hands-on Game Theory activity, emphasizing algorithms and statistical probability inherent in STEM disciplines
- Achieved 1st placement in the competition, with an ongoing commitment to advancing the project

Light and Sound Memory Game

February 2024 – February 2024

- Developed a web-based memory game using JavaScript, CSS, & HTML, featuring interactive buttons, audio, & vibrant colors while implementing an algorithm to track both pattern progression & user responses with 100% accuracy

Women Who Code Hack-a-Thon

October 2023 – October 2023

- Collaborated with 4 graduate students to create a Python-driven chatbot that allows users to receive information, locate resources, print, & share a personalized medical history form

LEADERSHIP & COMMITMENTS

Programs Chair—National Society of Black Engineers

April 2024 – Present

- Organized and led chapter programs for NSBE students to enhance professional development

President—Girls Who Code

April 2024 – Present

- Planned events and initiatives for Girls Who Code, including hackathons, recruiting, and software-based activities

Plural Sight Work Prep Program

May 2024 – May 2024

- Learned Agile principles, self-advocacy techniques, and career planning strategies
- Gained practical experience with Git and source control, including code reviews
- Selected as a closing speaker for the program, demonstrating increased participation and leadership

Bloomberg Emerging Leadership

May 2024 – May 2024

- Connected with on-campus leaders to share ideas and learn from fellow presidents and leaders
- Participated in leadership exercises, including discussions on imposter syndrome and resilience