

CONTACT

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PROFILE

I have 8+ years of volunteering experience with children and the elderly. I have a remarkable history of high academic performance from primary school to university. Living and learning in Taiwan for 4 years with respect for the culture and people.

I am energetic, detail-oriented, and committed to learning and further developing expertise. I aim to leverage and expand my skills to contribute positively to your establishment.

SKILLS

- Microsoft Office (Word, PowerPoint, Excel)
- Programming Languages:
 - C/C++
 - SwiftUI (Xcode)
 - Kotlin (Android Studio)
 - Python
 - Basic Web Development (HTML, CSS and Bootstrap)
 - Familiarity with Java and Flutter
- Git and GitHub
- Sketchup
- Unity
- Roboflow
- MongoDB (NoSQL)
- Clipchamp

ALEXIS AYUSO

Computer Science

EDUCATION

NATIONAL DONG HWA UNIVERSITY (2020 - 2024)

Bachelor of Science (B.S.) Computer Science and Information Engineering (June 2024)

Program of Multimedia and Intelligent Computing

Awards & Honors:

- County Magistrate Award (3rd Place) for 113 CSIE
- 1st Place in 112 CSIE Undergraduate Project
- ICDF Scholarship Recipient and ICDF Outstanding Academic Performance Award

SAINT JOHN'S COLLEGE JUNIOR COLLEGE (2018 - 2020)

Associate in Science (A.S.) Computer Science (May 2020)

Awards & Honors: Dean's List (3.59 G.P.A. out of 4.0)

SAINT CATHERINE ACADEMY (2014 - 2018)

High School Diploma in Academic Science (June 2018)

Awards & Honors: 3rd Place in Graduating Class of 2018, Parent's Night Speaker 2018, 2nd place for (BCAPSS) 2018 Science Fair

Extracurriculars: Young Mercy Leaders Pilgrimage in Dublin, Ireland 2017

WORK EXPERIENCE

JOY ENGLISH SCHOOL [ENGLISH TEACHER] [JULY-SEPTEMBER 2022]

Teaching English in Taichung City. Every Monday to Friday, I had afternoon classes with students in grades 4-5, and morning classes on Mondays, Wednesdays, and Fridays with students in grades 2-3.

SUMMER CAMP [ENGLISH TEACHER] [JULY-AUGUST 2022]

Teaching English on Tuesday and Thursday mornings.

HOBBIES

- o Cooking and baking
- o Volleyball
- o Arts and Craft
- o Exploring nature
- o Experiencing new cultures

LANGUAGES

English	✓✓✓✓✓
Spanish	✓✓○-○
Chinese	✓✓○-○

REPOSITORIES

<https://github.com/GirlWhoCodes14>

NOTE:

Images and videos of these projects and more can be found in my LinkedIn Projects.

(www.linkedin.com/in/alexisayuso/details/projects/)

Y.M.C.A. BELIZE [ENGLISH TEACHER] (JUNE-AUGUST 2016)

Teaching English to elementary students aged 7-13.

PROJECTS

CROSSIGHT (AUGUST 2023-PRESENT)

CrosSight is a mobile application that aids pedestrian crossing of the visually impaired developed by Zenroy Chance and me. The APP provides real-time feedback through audio cues, voice announcements, haptic signals, and screen visuals to guide users for when to cross and how to navigate the crosswalk safely.

It uses a TensorFlow lite object detection model trained on images of pedestrian signals and crosswalks, which was implemented using Kotlin. The APP is accessible for the visually impaired through its compatibility with TalkBack - Android screen reader.

🏆 Award:

1st Place in 112 Academic Year CSIE Undergraduate Project Exhibition

GALEXY HUB (NOVEMBER-DECEMBER 2023)

An iOS application for a fake online electronics shop. It uses techniques such as stack views (VStack, HStacks and ZStacks), forms, lists, filtering, sheets, gestures, etc. The APP also uses Firebase Authentication for the user to sign up and log in.

SUN MOON LAKE (3D TERRAIN) (OCTOBER 2023)

In Unity, a 3D terrain of Sun Moon Lake in Taiwan was created with a character to explore. The terrain toolbox was imported into the project to get advanced terrain features. A normal map was used to get the surface details of the real area. Assets such as Standard Assets, skybox, and other asset store packages helped to set the scene along with wind zone and structures from the Sketchup 3D Warehouse.

SUPREME COURT OF BELIZE 3D MODEL (OCTOBER 2023)

A 3D model of the Supreme Court of Belize created in SketchUp. Many groups and components were used to create a detailed and realistic model.

REPORT CARD GENERATOR (APRIL-JUNE 2021)

A C++ program that allows the user to enter student information and courses to calculate their GPA using the NDHU Grade Point Table. It utilizes object-oriented programming through its classes and inheritance. Libraries included exceptions, I/O manipulation <iomanip> and file stream <fstream>.