ALLIE M. BECKMAN

10015 Dabney Drive, Charlotte, NC, 28262
910-992-4319 | abeckma2@uncc.edu
LinkedIn: Allie Beckman | GitHub: Amarix

Education

University of North Carolina at Charlotte — ***Charlotte, NC*** *Expected: December 2019*
Bachelor of Science in Computer Science | Software Systems and Networking

Fayetteville Technical Community College — ***Fayetteville, NC*** *May 2017*
Associate of Science in Computer Science

Skills

Languages:

- 5 years - Java.
- 3 years - C++, C#, Python, SQL, MySQL
- 2 years - HTML 5, JavaScript, CSS, JSON, AJAX

Development Methodologies: Agile - Extreme Programming, Lean Development, Scrum, Planning Poker
Platforms: Android, Mac, Windows, Linux

Professional Experience

NSF TUES – Bridges | Undergraduate Research Assistant — ***Charlotte, NC 28223*** *Jan 2019 - Present*

- Develop new branches of the Bridges API in C++, Python, and JAVA to meet user requests
- Test server performance using JSON and Bash scripts to maintain security and response times
- Maintain functionality of the API on Windows, Mac, Linux, and Android to ensure original features are error-free following IDE and OS version updates
- Review and analyze usage data so that an accurate list of actors and user stories are available

Northern Tool + Equipment | Equipment Technician — ***Matthews, NC 28227*** *July 2017 – April 2018*

- Meet quick turnaround times using a well-organized flow-tested process and allotting enough time for thorough repairs to ensure customer satisfaction and loyalty
- Analyze financial data to create performance reviews used to pinpoint areas that require improvement in the flow process

Research Experience

UNCC Undergraduate Research Conference

- Designed a presentation highlighting the statistical advantages to visualization in learning outcomes
- Spoke directly with students and teachers about the importance of visualization in a variety of fields
- Won best presentation award in the categories of computer science and mathematics

NSF 2019 STEM For All Video Showcase

- Creator and participant in the Bridges NSF video showcase entry
- Provided information on the Bridges project including new updates and outcomes to over 700 people

Bridges Android API

- Lead developer for the Android version of the Bridges API
- Analyzed progress on essential features week by week
- Wrote user stories ensuring a constant pace in development
- Delivered the Bridges Games branch a week earlier than expected with full functionality

A.I. Development

- Designed Python program to sort and format training data from messaging applications for a chatbot project
- Built a sequence-to-sequence machine learning model and training program in Python
- Altered layers, batch sizes, and thresholds for sampling data to reach best learning capacity
- After 48 logged hours of training, the model achieved a 40% accuracy rate when responding to random questions

SIGCSE 2020 Technical Symposium

- Co-author of an upcoming publication relating to visualizations in computer science education
- Co-Presenter of new Bridges features launched August 2019