

Lesly Castellanos Ibanez

leslycastellanosibanez@gmail.com

(562) 243-9001

Github: <https://github.com/LeslyCastellanos>

LinkedIn: www.linkedin.com/in/lesly-castellanos-ibanez-334506252

Education

Long Beach, California	California State University of Long Beach	Aug 2022 – June 2026
- B.S. in Computer Science	- Minor in CyberSecurity	<i>GPA: 3.94 (Present Year)</i>

Employment

Beach Engineering Tutor	California State University of Long Beach	Aug 2023 – Present
<ul style="list-style-type: none">- Mentoring 5 freshmen per semester on software, Python, data structures, discrete math, and calculus.- Communicating effectively and professionally to keep 80% of students on track for major declaration.- Debugging assistance on Python and introducing object-oriented programming for preparation.		

MESA Tutor	California State University of Long Beach	Aug 2022 – June 2023
<ul style="list-style-type: none">- Provided and assisted 31 middle/high school students with software and mechanical activities.- Led and created an interactive game activity in Javascript while explaining the program's functions.- Guided students to victory during MESA competitions by explaining the fundamentals of Python.		

Busser/Front Desk Cashier	Brazilian Steakhouse	July 2023 – Present
<ul style="list-style-type: none">- Collaborated with team members to provide exceptional ambiance and service to our diners.- Responsible for customer concerns/calls and money-handling calculations for employees.		

Projects

Personal Website: <https://github.com/LeslyCastellanos/Personal-Website.git>

- Created a responsive backend-built website using **HTML** and **Javascript** to program the skeleton.
- Utilized **CSS** to make the front end of the website more visually appealing and functional for the user.
- Implemented classes in HTML to keep code organized for readability and accessibility.

Interactive Mini Game (Dance It!): https://github.com/leslycastellanos/dance_it_minigame

- Programmed an interactive mini-game in **TypeScript** and **Javascript** that follows keyboard arrows.
- Creatively designed the sprite and used if-else conditionals for the movement and arrow projectiles.
- Created functions to keep track of the current score, past score, lives, and player collisions.

Technical Skills

- Languages: Python, C++, Javascript/HTML/CSS, TypeScript, Haskell, vPython.
- Office Applications: Excel, Word, Powerpoint
- Tools: Linux, Visual Studio Code

Leadership

AI Research Club	California State University of Long Beach	Feb 2024 – Present
<ul style="list-style-type: none">- Actively participating and learning about machine learning and AI, while making connections.- Inspired and motivated to keep learning about AI training and upcoming innovations.		