

Abeal Sileshi

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Technical: C++, Python, Java, HTML, CSS, JavaScript, NodeJS, MySQL, Docker, Postgres, MongoDB, STATA, R

Education

University of Colorado Boulder – Double Major

Boulder, CO

B.A. in Computer Science & Economics (Quantitative Emphasis)

Aug 2017 - Dec 2021

Cum. GPA 3.4, *Dean's List* (Spring 2018, 2021), McNeill Scholar, Sidley Scholar, CADC Scholar

Experience

Sabbatical in Ethiopia (Sep 2023- Sep 2024)

I left Lumen to visit my parents' home country of Ethiopia. I took language courses there and explored business ideas. This was a very valuable trip to learn my heritage and to put purpose into my life.

Lumen Technologies

Remote

Senior Digital Marketing Analyst

Aug 2022 – Aug 2023

- General JavaScript (backend & front) coding of scripts, data processing
- Programming (JavaScript/HTML/CSS) to create/manage custom tracking pixels
- Retrieving data from web pages via web scraping
- Managing tracking pixels with Google Analytics and Adobe Platforms

University of Colorado Boulder

Boulder, CO

Research Assistant

May 2018 - July 2018

- Organized and presented data in R and STATA programming languages
- Wrote literature reviews for articles relevant to our research

University of Colorado Boulder

Boulder, CO

Learning Assistant

Jan 2018 – May 2018

- Answered students' questions about R programming language during lectures
- Held office hours to help students with statistics and programming

Projects

Movie API

May 2021

Individual Project

- Designed a website (HTML/CSS/Javascript) that connects to an API with movie information
- Implemented search features for a specific movie
- Created an option to make reviews for the movie with a Postgres database to store reviews
- Created a filter to browse Movies for reviews

C++ Data Structure Timer

Dec 2020

Individual Project

- Organized file input of ids to find the most efficient manner to search/insert ids
- Implemented data structure classes from the ground up (linked list, heap sort, hashmap, and bubble sort)
- Designed a program to time the data structures search and insertion times with ids and analyze results

Store Simulator

Sep 2021

Group Project

- Used Java 8 to build a store that sells games with employees, cashiers, and game objects
- Employees sell and take inventory of games and game objects have various properties
- Implemented Design Patterns such as Strategy, Observer, and Decorator
- Exemplifies principles of Inheritance, Polymorphism, Cohesion, Identity, Encapsulation, and Abstraction