Alexis A. Escutia

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EDUCATION

The University of Illinois at Chicago (UIC) **Chicago, IL**
Bachelor of Science in Computer Science *May 2023*

- Cumulative GPA: 3.8/4.0; *magna cum laude*
- George Pullman Foundation Scholar
- Chicago Scholars Program

SKILLS & INTERESTS

Technical Skills: Object-Oriented Programming, Data Structures, Debugging, Unit Testing, Android Development, UI Design, Git, Frameworks, Data Visualization, Data Analysis

Languages: Java, C++, HTML, CSS, Python, JavaScript

Soft Skills: Written and Nonverbal Communication, Adaptability, Active listening, Collaboration

WORK EXPERIENCE

Dealer Inspire **Naperville, IL**
Solutions Engineer (Intern) *Jun 2021 – Aug 2021*

- Received client requests through Salesforce for dealership website updates and escalated work tickets to different tiers within the company for further processing.
- Conducted UI changes on a test environment, then applied them to the live environment.
- Utilized WordPress to push new landing pages and third-party integrations to live websites
- Incorporated client feedback to facilitate improvements to the dealership's website.

The University of Illinois at Chicago **Chicago, IL**
Software Engineer (Intern) *Jul 2020 – Aug 2020*

- Developed and executed a program that analyzed map data imported from Microsoft Excel that would calculate the distance from point A to point B.
- Analyzed and cleaned map data using Google Sheets to train a decision tree model.

PROJECTS

Mobile Application Development **Spring 2023**
Self-Playing Three Men's Morris

- Created an Android application that implements the game Three Men's Morris. This app served as an introduction to multi-threading on Android platforms.
- Demonstrated multi-threading through a CPU vs. CPU approach. Each player runs on its own thread and communicates its moves using thread handlers.
- Designed the strategies the player threads would use to play the game.

Artificial Intelligence **Fall 2022**
15-Puzzle Solver

- Developed a program that solves a 15-puzzle. The solver takes in a string containing the puzzle and outputs the solution path. The solver also prints out the time and memory usage to solve each puzzle.
- Implemented a menu allowing users to input different puzzles or terminate the program.
- Created four variations of the solver using a different search algorithm: BFS, IDDFS, A*, and IDA*.