

Asha Ivey

Education

Bachelor of Arts

2018 - 2022

University of Illinois at Urbana-Champaign

Major: Linguistics,

Minor: Computer Science

Programming Experience

ATLAS Intern

Collaborated in a small team to design and build a VR video game using Unity, C#, and assets from the Unity Asset Store. Gameplay consisted of fighting off waves of giant enemy spiders as they attacked buildings on a university campus.

VR Programmer

Spring 2021

(Jan - May)

Modified 3D weapon and VR-hand models. Added collision boxes to game objects and wrote scripts to allow for the weapons and spiders to interact with each other and the world. Implemented new player controls and incorporated various sound effects to improve the gaming experience.

Held weekly progress meetings with Internship staff, recorded progress videos and demonstrations, and recorded a final presentation.

Google

Worked with the Android Location team to learn more about computer science as a career and the process new products go through at Google.

Student Training in Engineering Program (STEP) Intern

Summer 2020

(May - Aug)

Worked in a team to create a web app that allows for multiple users to collaboratively search for restaurants together making the process of looking for restaurants easier. The app finds restaurants based on the users' locations and preferences, updating the results from the shared search for each participant in real-time.

Experienced design and development process: creating design docs, reviewing code, scheduling meetings, creating presentations, etc.

Learned how to write tests and practiced test-driven development using Google's internal resources and testing technologies.

Google

Engineering Practicum (EP) Intern

Summer 2019

(May - Aug)

Worked with the Android Authentication team to develop a new entry point for pairing two devices and transferring accounts when setting up a new Android phone in order to make the user experience more accessible using Android Studio and Java.

Implemented a new out-of-band authentication method for pairing devices more efficiently. Constructed a new connection method to pair two devices that may be used for similar Android projects in the future.

Designed unit tests using Mockito, Roboelectric, and Google's internal testing technologies

Google

Learned HTML, CSS, JavaScript, Python, and Google App Engine

CSSI Summer Program Participant

July 2018

Developed and deployed Lighthouse, a web app that tracks the energy usage and savings of the user over time using HTML, CSS, and JavaScript.

Programming Languages/Technologies

Java

Python

HTML/CSS

Github

Android Studio

SQL

JavaScript

C++

C#

Unreal/Unity

Skills

- Creating and adding to SQL database using Google Cloud platform SQL server services
- Communication skills
- Teamwork and collaborative skills
- Intermediate Japanese (5 years learning experience)
- Basics of game development using both Unreal Engine and Unity

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Leadership Experience

General Member to Social Committee Member Women in Computer Science (WCS) <i>University of Illinois, Urbana-Champaign</i>	2018 - 2020	Taught Web Development for Chictech, an outreach retreat for highschool girls interested in CS. Volunteered with Girls Who Code, teaching web development. Helped organize fundraisers and social events. Volunteered with Girls Who Code, teaching web development.
Orientation Leader New Student Programs <i>University of Illinois, Urbana-Champaign</i>	2019	Welcomed international students to UIUC, held campus tours, answered questions and more during the summer to help the new students get used to life on campus.
Senior Instructional Leadership Corps (SILC) <i>Oak Park and River Forest High School</i>	2017 - 2018	Assistant to the Japanese teacher, led younger students in class activities, graded tests and homework, and answered language related questions.

Other Employment

Cashier Illini Union Bookstore	2020	Operated cash register, organized displays, stocked shelves, dusted shelves, packed pickup and delivery orders, followed proper covid-19 safety protocols.
Dining Hall Student Coordinator University of Illinois Dining Service University of Illinois, Urbana-Champaign	2019	Promoted from Student Worker, managed other student employees, taught new hires, helped with various positions as needed. Responsibilities included re-stocking various food stations, cleaning tables, making sure students employees arrived on time, etc.