

# Asha Ivey

Software Developer



<https://ashaiv.com/>



<https://github.com/aivey65>



<https://www.linkedin.com/in/ashaiv/>

## Education

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**University of Illinois at Urbana-Champaign (UIUC)** | Bachelor of Arts

*Aug 2018 - May 2022*

Linguistics, Computer Science Minor

## Programming Experience

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**Chary** | Full-stack Developer (Personal Project)

*Aug 2022 - Present*

- A budgeting application that keeps track of a user's budgets, expenses, and earnings and displays helpful charts for visualizing finances.
- Created using Python, Flask, Javascript, HTML, and CSS. Also uses Flask for the backend, Google Cloud Firestore for the database, Chart.js, and Google Authentication

**Pokémon TCG Deck Builder** | Full-stack Developer (Course Project)

*Jan 2021 - May 2021*

- Collaborated with a small team to design and build a Pokémon card deck builder using Python, HTML, and CSS, with a Flask server and Google's MySQL database.
- Designed a SQL database system with stored procedures, triggers, and indexing.
- Implemented the search section using SQL queries to query the database based on users' search parameters. Formatted data retrieved from the database into UI elements.

**Google** | Student Training in Engineering Program (STEP) Intern

*May 2020 - Aug 2020*

- Worked with a small team to create a web app that allows for multiple users to collaboratively search for restaurants, finding restaurants based on the users' locations and preferences, updating in real-time.
- Developed using Javascript, HTML, and CSS, with Express.js for the server, and several Google Places APIs.
- Wrote tests and practiced test-driven development.
- Created design documents, reviewed code, scheduled meetings, created presentations.

**Google** | Engineering Practicum (EP) Intern

*May 2019 - Aug 2019*

- Worked with the Android Authentication team to develop an experimental entry point for device pairing and data transfer when setting up a new android phone.
- Implemented a new out-of-band authentication method for pairing devices.
- Programmed with Android Studio and Java.
- Designed unit tests using Mockito, Roboelectric, and Google-internal testing technologies.