



# ALIYA CHAMBLESS

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## TECHNICAL SKILLS

C++ (advanced)  
Java (advanced)  
JavaScript (advanced)  
HTML & CSS (intermediate)  
UX / UI Design (proficient)  
Arduino (intermediate)  
Designing, Building, and  
Repairing Robots (proficient)

## LANGUAGE SKILLS

English (native)  
Italian (conversational)

## COURSEWORK

- Algorithms and Data Structures
- Computer Systems
- OOP
- Designing Humanity-Centered Robots
- Photoshop / Illustrator

## ACTIVITIES

Brown Design Workshop Monitor

- Teach workshops

F8 Developers Conference

- Won a GWC scholarship

Girls Who Code at Pixar

- Summer Immersion Program

Outside Hacks

- Honorable mention

NCWIT Honorable Mention

Congressional App Challenge

- District Winner

## INTERESTS

- Backpacking Europe
- Making Playlists
- Cooking Healthy Desserts

## SOCIAL

[linkedin.com/in/aliyachambless](https://www.linkedin.com/in/aliyachambless)  
[aliyachambless.com](https://www.aliyachambless.com)  
[github.com/aliyachambless](https://github.com/aliyachambless)

## EDUCATION

BROWN UNIVERSITY *Providence, RI*  
*Computer Science Sc.B. | Visual Arts A.B. | C/O 2021*

LOWELL HIGH SCHOOL *San Francisco, CA*  
*2013 - 2017 | 4.0 GPA*

## TECHNICAL EXPERIENCE

PROGRAMMING INTERN  
*Brightday.io | May 2018 - Aug 2018*

- Tested and improved facial tracking software
- Designed and maintained a user database
- Used C++, Objective-C, Firebase, OpenCV, Dlib, REST API

TEACHING ASSISTANT FOR CS0150  
*Brown University | Aug 2018 - Present*

- Design and improve Java curriculum for Brown students
- Debug and explain OOP concepts to students
- Grade and give feedback on assignments

CODING INSTRUCTOR  
*MV Code Club | May 2016 - Aug 2017*

- Taught 25 1st-8th graders Scratch, JavaScript, and Arduino
- Monitored student's progress and communicated with parents
- Broke down complicated programming concepts

## COMMUNICATIONS EXPERIENCE

TEEN THINK TANK / DIGITAL LEARNING TEEN / TASC  
*California Academy of Sciences | Aug 2012 - Jan 2017*

- Critiqued new exhibit and demo ideas for 3 organizations
- Created 2 digital science games using Roblox for the museum.
- Facilitated 10+ science experiences on the museum's public floor

EXPLAINER / DOCENT  
*Exploratorium | January 2015 - January 2016*

- Ran museum floor and communicated with visitors
- Demonstrated for up to 20 visitors, such as dissecting cow eyes
- Facilitated visitor projects including building simple robots