

Alyssa Mann

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EDUCATION

Bachelor of Science in Computer Science

May 2026

University of Florida, Gainesville, FL

- **GPA:** 3.57 / 4.00
- **Relevant Coursework:** Operating Systems, Programming Language Concepts, Data Structures & Algorithms, Object Oriented Programming, Computer Organization, Cross-Cultural Engineering & Design, Performant Programming, AI Fundamentals
- **Achievements & Involvements:** WiCSE, WiNGHacks, ColorStack, SHPE, Dean's List, Minor in Digital Arts & Sciences, Certificate in Artificial Intelligence

EXPERIENCE

Teaching Assistant - Intro to Software Engineering

Aug 2024 – Present

CISE Department, University of Florida

- Conducted weekly discussions for 50+ students to reinforce comprehension of various software engineering and full-stack topics including Git/GitHub, Agile & Scrum development, software testing, DevOps, etc.
- Led office hours to engage one-on-one with students, providing guidance and feedback of course materials.
- Enhanced lectures to meet the needs of students, such as by revising content and adapting projects to be screen-reader compatible.

Study Abroad - Cross Cultural Engineering & Design

May 2024 – Jul 2024

Kyoto University, Kyoto, Japan

- Collaborated with Japanese graduate students and faculty on engineering, design, platform science, and programming projects.
- Evaluated interdisciplinary approaches to solve engineering challenges such as resource planning within a global context.
- Developed a game promoting disaster preparedness alongside a team of programmers, researchers, and artists.

Web Assistant Intern

Jan 2024 – Apr 2024

UF Information Technology, University of Florida

- Designed and developed visually appealing websites with HTML, CSS, & JavaScript, tailoring content to WCAG compliance.
- Analyzed web content with web accessibility tools such as Siteimprove to proof, detect, and correct issues.
- Resolved 20+ UFIT site issues via CMS to increase quality and accessibility, improving DCI by 7.5% above industry benchmark.

PROJECTS

Disaster Family | C#, Unity

Jun 2024

- Developed a game that prioritizes performance, utilizing multithreading for file I/O which resulted in a 94% speedup.
- Integrated dialogue management, utilizing data structures such as hashmaps and multithreading to optimize performance.

StudyGator | React, TypeScript, Go, GraphQL

Apr 2024

- Implemented user authentication via GitHub API, storing user information in a secure database connected to the Go backend.
- Utilized a React frontend to create visual interfaces, allowing users to register for valid courses and connect with other students.

SpellCheck | C++, SFML

Dec 2023

- Created a spellcheck program using Trie and Hashmap data structures to validate input against 100,000 data points.
- Oversaw integration of the Trie functionality to verify words in a dictionary or else generate alternatives.
- Analyzed performance by comparing memory usage, complexity, startup and verification time for efficiency.

LEADERSHIP

Tech Lead - Executive Board

Jan 2025 – Present

WiCSE | UF ACM-W Student Chapter, University of Florida

- Organized and hosted React workshops for over 180 participants, teaching modern frontend development and best practices.
- Delivered hands-on guidance for key React concepts, such as component architecture, state management, hooks, and JSX.
- Facilitated coding sessions and project sprints, resulting in a 85% increase in participant engagement and retention.

Webmaster - Executive Board

Jan 2024 – Present

WiCSE | UF ACM-W Student Chapter, University of Florida

- Maintained the current structure of the [WiCSE website](#), including the Angular frontend and Firebase backend.
- Revitalized the website to reflect club image and achievements, customizing the Awards, Get Involved, and Events pages.
- Refactored elements of the website to feature accessible web design, increasing usability and user experience by up to 65%.

SKILLS

Programming Languages: C++, Python, Java, C#, Rust, JavaScript, HTML, CSS, TypeScript, Go, MATLAB

Tools: Git/GitHub, Angular, Firebase, React, Node.JS, Linux, Unix, MongoDB, Figma, Unity, Agile, Visual Studio Code, JetBrains