ALYSSA SMITH

CONTACT

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EDUCATION

BACHELOR DEGREE IN COMPUTER SCIENCE
NORTHERN ILLINOIS UNIVERSITY
AUG 2018 - MAY 2022
GPA: 3.8/4.0

SKILLS

LANGUAGES

- C++/C
- SQL
- HTML/CSS
- C#
- JAVA
- PYTHON
  - MACHINE LEARNING: PANDAS, NUMPY, SCIKIT-LEARN, MATPLOTLIB
- PYTHON MODE FOR PROCESSING

TOOLS

- VSCODE
- JUPYTER NOTEBOOK
- GOOGLE COLAB
- PUTTY
- MYSQL
- PROCESSING 3.5.4
- ECLIPSE IDE
- MICROSOFT WORD/ EXCEL/POWERPOINT/ACCESS

VOLUNTEER

STEAM FEST VOLUNTEER
NORTHERN ILLINOIS UNIVERSITY| DEC 2020 - MAY 2021

- Helped set up tables and signs for Steam Fest
- Helped lead a booth to demonstrate how a thermal camera and a Theremin worked

AWARDS

DEAN'S LIST
NORTHERN ILLINOIS UNIVERSITY |
DEC 2018 - MAY 2022

MAGNA CUMME LAUDE
NORTHERN ILLINOIS UNIVERSITY |
MAY 2022

OBJECTIVE

Software developer seeking a position to utilize my experience and education to gain a real-world experience and deliver problem-solving techniques with team-building and communication skills using past experience to learn and grow as a software developer

EXPERIENCE

SI LEADER (SUPPLEMENTAL INSTRUCTION | DEC 2021 - MAY 2022
NORTHERN ILLINOIS UNIVERSITY - DEKALB, IL

- Tutored for one section of Discrete Math, Math 206 - B100 with a total of 27 students
- Held two group sessions weekly with 2-7 students joining to play lesson plan games incorporating the lessons and topics discussed in lectures
- Helped students understand and deepen their knowledge with the subject and get them to participate in these group sessions
- Held two weekly office hours for one on one sessions with students who need guidance on assignments and to review for quizzes and/or exams
- Developed better communication when talking to students and better experience with explaining materials in order for students to comprehend

CODE ORANGE INTERNSHIP - DEKALB, IL
DISCOVER FINANCIAL SERVICE | FALL 2020

- Company cancelled due to Covid-19

PROJECTS

THE WAITING GAME SELF PROJECT
WPF APP (.NET FRAMEWORK)

- Player goal is to wait a random amount of time, somewhere between two to four seconds to click a button which a message will display whether they were too fast, too slow, or right on the target
- Use of Stopwatch to keep track of start and stop of timer, Random to get a random number between two to four
- Use of button click to start and stop timer, MessageBox and button content to show result to player on XAML main window

SENSOR PROJECT
NORTHERN ILLINOIS UNIVERSITY | PYTHON MODE FOR PROCESSING

- Created a visual art design using raspberry pi's that connect to sensors via Bluetooth connectivity
- Broke off into two groups of 5 and created a visual for four sensors and one dancer using processing and python
- Dancers will be wearing the sensors on both arms and both legs and sensors will give back data on positions
- Visual will input data and the visual art design will display in time and move around wherever the sensors are located

MACHINE LEARNING
NORTHERN ILLINOIS UNIVERSITY | PYTHON

- Worked on a dataset that is used to predict whether a patient is likely to get a stroke based on the input parameters like gender, age, various diseases, smoking status and others
- Trained a Decision Tree, Random Forest and Gradient Boosting algorithm to set a baseline performance
- Used ROC AUC and Average Precision metrics for evaluation to show the precision and recall for both classes
- Balanced the dataset using a Decision Tree using random over sampling algorithm to compare the performances

PRISONER'S DILEMMA GAME
NORTHERN ILLINOIS UNIVERSITY | JAVA

- Recreated Prisoner's Dilemma Game as a Java Swing application
- Used several Java library classes to do Input/Output and simple collection operations such as Scanner, ArrayList, and HashMap
- Use of JPanels, JLists, JButtons... to create a Java Swing application in which a user can interact and play a prisoner's dilemma game