A / S

ALYSSA SMITH

CONTACT

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EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE WITH AN EMPHASIS IN SOFTWARE DEVELOPMENT
NORTHERN ILLINOIS UNIVERSITY |
AUG 2018 - MAY 2022
GPA: 3.8/4.0

SKILLS

LANGUAGES

- C++
- SQL
- HTML
- JAVA
- PYTHON
  - PANDAS, NUMPY, SCIKIT-LEARN, MATPLOTLIB

TOOLS

- MYSQL
- VSCODE
- ECLIPSE IDE
- MICROSOFT WORD/ EXCEL

AWARDS

DEAN'S LIST
NORTHERN ILLINOIS UNIVERSITY |
DECEMBER 2018 - DECEMBER 2020

OBJECTIVE

Software developer seeking an internship position to utilize my experience and education to gain a real-world experience and deliver problem-solving techniques with team-building and communication skills to contribute to the success of the company.

EXPERIENCE

BARTLETT HIGH SCHOOL, BARTLETT, IL
PHYSICAL EDUCATION SENIOR LEADER | AUG 2017- MAY 2018

- Worked with five other students to develop senior leading skills to lead a class of 25-32 students
- Helped set up equipment for teacher before start of class (cones, soccer goals, basketball carts, golf clubs)
- Broke off into smaller groups of 5-7 and lead them through games (flag football, soccer, handball) to help motivate them and encourge them to try their best

BARTLETT HIGH SCHOOL, BARTLETT, IL
HONORS MUSIC SOCIETY USHER | AUG 2015 - MAY 2018

- Volunteered with five students to help hand out programs to parents and students who attend a band, orchestra or choir concert
- Made sure no parents or students are video tapping and/or taking photos during performance as not to distract performers on stage
- Achieved Honors Music Society graduation cord

PROJECTS

KARAOKE WEB PAGE
NORTHERN ILLINOIS UNIVERSITY| AUG 2019 - DECEMBER 2019

- Worked with five students to apply our knowledge of SQL, PHP, CSS, and HTML to create a karaoke web page
- Included two pages song search list and DJ page
- First experience with working in a team of students to delivery a successful web page project

PRISONER'S DILEMMA GAME
NORTHERN ILLINOIS UNIVERSITY| AUG 2020 - DECEMBER 2020

- 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

BALL BOUNCE ANIMATION
NORTHERN ILLINOIS UNIVERSITY| AUG 2020 - DECEMBER 2020

- Created a ball bounce animation using Threads, ArrayList, and Dimension objects
- Use of start and stop methods using Thread objects on JPanel
- Use of dimension objects containing width and height of panel to create ball objects of different sizes
- User is able to click start button for ball bounce animation as they hit and bounce off panel walls and stop button to stop the ball bounce animation