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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
- JAVA
- PYTHON
  - PANDAS, NUMPY, SCIKIT-LEARN, MATPLOTLIB
- PROCESSING

TOOLS

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

AWARDS

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

SUMMA 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 to contribute to the success of the company.

EXPERIENCE

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

- 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

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

PROJECTS

SENSOR PROJECT
NORTHERN ILLINOIS UNIVERSITY| DEC 2021 - MAY 2022

- 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| DEC 2020 - MAY 2021

- Worked on a dataset that is used to predict whether a patient is likely to get 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 performance

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