

Alyssa Simon

Jersey City, NJ

Email: alyssasimon519@gmail.com | Portfolio: <https://alyssasimons.github.io/portfolio/>

EDUCATION

New Jersey City University

Jersey City, NJ

Bachelor of Science in Computer Science and Information Systems

September 2020 - May 2024

- GPA: 3.9 | Presidential Scholarship
- Relevant Coursework: Visual Programming, Artificial Intelligence, Discrete Structures, Software Engineering, Data Structures, Database Design, Telecommunications and Networking, and Business Information Systems & Applications

EXPERIENCE

STEM Mentor

Jersey City, NJ

Projecto Science @ NJCU

June 2024 - August 2024

- Supervised and mentored 25 middle school students for 6 weeks.
- Cultivated a supportive and inclusive environment to help them build confidence, overcome challenges, and develop essential skills for academic and personal growth.
- Assisted various teachers with tasks related to classroom management.

High School Tutor/Service Learning

Jersey City, NJ

University Academy Charter High School

September 2016 - June 2019

- Tutored high school students each school year in Algebra I, Algebra II, Geometry, and Precalculus.
- Evaluated my students' areas of struggle(s) and scheduled private hour-long lesson plans twice a week to help them succeed on their homework and exams.

PROJECTS

AI vs. Human Essay Detector | Python

<https://github.com/alyssasimons/detect-ai>

- Developed a machine learning model that explicitly determines whether an essay is AI or human-generated.
- Utilized the NLTK library to preprocess text data and implemented text classification techniques using the Support Vector Machine algorithm and TF-IDF vectorization for feature engineering.

Student Library Management System | Java

<https://github.com/alyssasimons/student-library-management-system>

- Developed a provisional student library management system in a team of 6 student peers.
- Functionalities intended to update book catalog, add/delete books, find patrons, & generate reports.
- Solely developed the system's front-end build (GUI) using Java Swing.

Video Game Picker | Node.js, Express.js, EJS, JavaScript, & CSS

<https://github.com/alyssasimons/game-picker>

- A web application built using HTTP request methods and only runs on a local server.

TECHNICAL SKILLS

Languages: HTML/CSS, JavaScript, Python, Java

Tools/Frameworks/Libraries: VS Code, GitHub, Git, Figma, Bootstrap, Node.js, Express.js, EJS, jQuery, React