

Alliyah Mercurio

(618) 531-5009 | ammerc4@gmail.com | LinkedIn: [in/alliyah-mercurio-ab7b2a218/](https://www.linkedin.com/in/alliyah-mercurio-ab7b2a218/) | GitHub: [ammercu22](https://github.com/ammercu22)

CAREER OBJECTIVE:

Attain an entry level software engineering position with a focus in full-stack or front-end development.

EDUCATION:

Bachelor of Science, Computer Science

Fall 2017 - May 2021

Southern Illinois University of Edwardsville (SIUE), Edwardsville, IL

- GPA: 3.82/4.00

ACADEMIC PROJECTS:

Madison County History Tours App

Fall 2020 - May 2021

- Developed an Android and iOS supported mobile app using Flutter that allows users to select self-guided tours through Madison County, IL and view information about specific tour sites
- Utilized the Google Maps API to display locations of tour sites on Google Maps
- Integrated a database storing tour information with app's front-end interfaces to display current archive of added tours
- Collaborated with clients to specify app's functional requirements and finalize the app's prototype
- Organized sprint schedules and sprint backlogs with project's team to assure all assigned tasks were completed on time

Nursing Home Database Management System (DBMS)

June 2020

- Designed and implemented a DBMS schema for recording nursing home quality measure scores from 10 real-world datasets with 50,000+ entries
- Devised Python scripts to parse CSV formatted datasets into 500,000 SQL insert commands for bulk execution across multiple entities in MariaDB
- Executed complex SQL queries involving multiple entities to verify the DBMS follows an adequate entity-relationship model

PERSONAL PROJECTS:

Chess Game - <https://github.com/ammercu22/Pygame-Chess>

Summer 2021

- Built a chess game simulation using the Python module 'Pygame' that allows two users to compete against each other on the same computer

Video Game Stat Tracker - <https://video-game-stat-tracker.herokuapp.com/>

Winter 2021

- An web application developed with React.js that tracks a player's stats in the video game 'Apex Legends'
- Created an back-end API using Express for the web app which receives GET requests from the front-end of the application, specifying the user's inputted gamertag and gaming platform
- Utilized an third-party API to return a JSON file containing the user's stats based on the GET requests sent from the application's back-end API

SKILLS:

- **Front-End Languages/Libraries:** React.js, HTML5, CSS, JavaScript, Flutter (Dart)
- **Back-End Languages/Libraries:** Python, C++, C#, Express/Node.js, Java
- **Database Languages:** SQL, MySQL/MariaDB
- **Other Skills:** Git (GitHub & Visual Studio 2019)
- **Operating Systems:** Linux, Windows 10