Emanuel Aseghehey

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EDUCATION

(Honors) Bachelor of Science in Computer Science, University of South Florida, Tampa, FL

Expected Dec 2023

GPA: 3.93 / 4.0

SKILLS AND AWARDS

Programming: Python, Javascript, C++, C, Java, HTML, CSS, Node.js

Technologies/Environment: Git, API, React, Flask, MySQL, PostgreSQL, SQLite, VS Code, Linux Skills: Adaptability, Planning, Observation, Problem solving and Teamwork

Scholarships: West Africa Management Service
Awards 2x Dean's List, Honor's College
Spoken languages: English, Portuguese and Spanish

EXPERIENCE AND LEADERSHIP

Teaching Assistant

USF - Computer Science Department

May 2022 - Present

Tampa, Florida

- Provide service to the professors in organization and preparation for the course material.
- Guide students in understanding class concepts and assess them on the content taught in class.

USF - Mathematics and Statistics Department

Aug 2021 – Present

Tampa, Florida

- Calculus Peer Leader
 Assist, tutor and guide undergraduate students with complex mathematical concepts.
- Lead a team of other peer leaders to manage and prepare in their assistance to other students.

PROJECTS

Optic-mization Jan 2022 – Jul 2022

- Devised full-stack web application that recommends glasses based on a user's facial shape.
- Implemented various features such as account creation, login and file upload.
- Utilized a Python Machine Learning library to detect and track facial features.
- Improved performance by incorporating tools like Flask, SQLite, HTML5, and CSS3

Twitter Ratio Bot (@_ratiobot)

Jun 2022 – Jul 2022

- Collaborated with a team of developers on a Twitter bot that interacts with users upon mentions.
- Has interacted with over 100 users and performed more than 300 requests.
- Optimized performance using tools like APIs, Python and Tweepy.

FIRM-DBMS May 2022 – Jul 2022

- Programmed a full-stack website that models investment banking and allows users to purchase and sell stocks.
- Utilized a MySQL database to store users with different roles, including ones for CRM and UX handling
- Enhanced its performance by integrating session management and tools such as Flask, Python, HTML5, CSS3

Manage Pro Jan 2019 – Mar 2019

- Devised a Graphical User Interface intended for soccer coaches to manage players and make better tactical decisions.
- Utilized an API to retrieve all the data for the soccer players.
- Implemented using Java, Oracle and JDBC.