# **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, React.js, HTML/CSS, Bootstrap

Technologies/Environment: API, Git, AWS, Django, Flask, MySQL, PostgreSQL, SQLite, SQLAlchemy 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**

## **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

Calculus Peer Leader

Teaching Assistant

Tampa, Florida

- 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
- Utilized Python Machine Learning library (OpenCV) to detect and track facial features
- Deployed on AWS

## 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 200 users and performed more than 400 requests
- Optimized performance using tools like APIs, Python and Tweepy

# **Investment Banking Model**

May 2022 – Jul 2022

- Programmed a website that models financial technology 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 performance by integrating session management and tools such as Flask, Python, HTML/CSS and Bootstrap

## **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

#### **CERTIFICATIONS**