

# Emanuel Aseghehey

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## EDUCATION

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**(Honors) Bachelor of Science in Computer Science**, University of South Florida, Tampa, FL  
GPA: 3.93 / 4.0

Expected Dec 2023

## SKILLS AND AWARDS

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Programming: Python, JavaScript, TypeScript, C/C++, Java, React.js, HTML5/CSS, Bootstrap  
Technologies/Environment: API, AWS, Databases, Git, Agile Methodologies, Flask, MySQL, Postgres  
Skills: Adaptability, Planning, Observation, Problem solving and Teamwork  
Awards: 2x Dean's List, Honor's College

## EXPERIENCE AND LEADERSHIP

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### USF - Computer Science Department

May 2022 – Present

#### Teaching Assistant

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

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

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### 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 Amplify

### Twitter Ratio Bot (@\_ratiobot)

Jun 2022 – Jul 2022

- Collaborated with a team of developers on a Twitter bot that interacts with users upon mentions
- Hosted on a local server, has interacted with over 200 users and performed more than 400 requests
- Optimized performance using tools like REST 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

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**JP Morgan Chase & Co** Forage Software Engineering Virtual Experience