Ashley Davis

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Available January 2024 – June 2024

EDUCATION

Northeastern University, Boston, MA — Expected Graduation: May 2025
Khoury College of Computer Sciences
Bachelor of Science in Computer Science, Concentration in Software, Minor in Mathematics

Relevant Coursework: Object Oriented Design | Algorithms and Data Structures | Logic and Computation | Foundations of Cybersecurity | Programming in C++ | Discrete Mathematics | Calculus 3 for Science and Engineering | Differential Equations and Linear Algebra | Mathematics of Data Models | Theory of Computation

Honors: **GPA: 3.3 / 4.0** | Dean's List

Activities: Northeastern Club Fencing | Northeastern Women in Technology

EXPERIENCE

Teaching Assistant for CS2810 Mathematics of Data Models | December 2022 – Present

- Taught foundations of linear algebra, probability and statistics, and machine learning
- Lead office hours to assist multiple sections of students with understanding course material and attend exam sessions to monitor students and answer in-class questions
- Answer questions on class forums and grade over 360 papers within 4 days

Oasis at Northeastern | January 2023 – April 2023

- Brainstormed and developed a semester-long full-stack project with a team
- Attended weekly hack sessions to learn project management and website/app development skills

Private Data Science Tutor | September 2022 – April 2023

- Taught foundations of data science to college students who lacked prior coding knowledge
- Discussed principles of data science and implementation into python
- Provided individualized feedback and supplemental resources upon request

TECHNICAL KNOWLEDGE

Programming: Java | Python | C++ | HTML | CSS | Javascript | Racket | ACL2s
Tools/Technology: Git | VSCode | IntelliJ | PyCharm | Microsoft Office | Adobe Creative Suite | Linux | Windows

PROJECTS

Photo Manipulator | Java **|** May 2022 – June 2022

- Academic project that implemented an object-oriented design construction
- Utilized Java Swing GUI that allows users to interact and manipulate contents of a desired image
- Program only allowed for manipulation of approved photo types, which included PNG, PPM, and BMP.
- Implemented a text-based controller that allowed for users to edit photos through a script inputted into the console