

# Ashley Davis

(973) 897-7712 | davis.ash@northeastern.edu  
linkedin.com/in/ashleytdavis | github.com/ashleytdavis  
Available April 2023 – August 2023

## EDUCATION

**Northeastern University**, Boston, MA  
**Khoury College of Computer Sciences**

Expected Graduation: May 2025

*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: 3.25 / 4.0** | Dean's List

**Activities:** Northeastern Club Fencing | Northeastern Women in Technology

## EXPERIENCE

**Teaching Assistant for CS2810 Mathematics of Data Models** | December 2022 – April 2023

- 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 | 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