AVA STRAVATO

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EDUCATION

University of Michigan   **Ann Arbor, MI**
Bachelor of Science Engineering: Computer Science   Spring 2025
Coursework: Data Structures and Algorithms, Database Management Systems, Data-Oriented Programming, Intro Computer Organization, Discrete Math, Statistics and Data Analysis, Technical Communication for Computer Science

WORK EXPERIENCE

Joy of Coding with University of Michigan   **Remote**
Student Coach   May 2023 - August 2023
Provided support to students as part of a sixteen-person team responsible for guiding high school students through a Python-based introduction to coding course.
- Led 1-on-1 meetings with students when they were stuck on coding modules and assignments.
- Answered student questions via a shared inbox, collaborated with other coaches to tag-team responses.
- Aided in grading assignments on Gradescope, created "most common" response choices for other coaches to optimize grading efficiency.
- Encouraged students when frustrations arose and offered praise when they had breakthroughs.
- Offered feedback to instructors on how students were progressing, strategized new ways to present material to future students.

Genesee County Landbank Authority   **Flint, MI**
Summer Real Estate Transaction Associate   April 2022 - August 2022
Managed databases relevant to current and future land leases in Genesee County.
- Communicated with current and future applicants by phone, mail, and email regarding land leases.
- Scheduled transaction meetings with customers and oversaw these meetings.
- Aided in the transition from paper to online databases, implemented strategies to optimize efficiency while using these databases.

PROJECT EXPERIENCE

Fakebook Database   January 2024 - March 2024
- Designed a relational database in SQL to store information for a social media platform, then built a Java application to execute queries against this database and process the results of the queries.

Machine Learning   November 2022
- Developed a program in C++ that automatically identifies the subject of posts from the EECS 280 forum using natural language processing and machine learning techniques.

Euchre   October 2022
- Created a program in C++ for the card game Euchre utilizing C++-style Object Oriented Programming (OOP) with classes and virtual functions. Created two functional options: AI player or human player.
- Developed and ran test cases to ensure the code covered all the intricate rules and potential scenarios of the game.

ACTIVITIES

Michigan Data Science Team   **Ann Arbor, MI**
Member   January 2024 - Present
Currently part of a project team focused on Spotify Data Analysis.
- Developing a personalized song recommendation system using Spotify API, Python, and SpotiPy library, leveraging Pandas and NumPy for data preprocessing and analysis.
- End goal is to apply machine learning techniques in a three-person team to create predictive models tailored to user preferences, resulting in increased user engagement and satisfaction.

RELEVANT SKILLS

C++, Java, Python, C, SQL, HTML, Oracle, R, Google Colab | Microsoft Word, Excel, and PowerPoint | Canva, Photoshop