Eliana Assefa

elianaabay1@gmail.com ❖ 1400 warren st, Mankato, Minnesota ❖ (563) 265-9401 ❖ eliana-assefa

SKILLS

Programming languages: Java, Python, JavaScript,C
Languages: English, Amharic
Frameworks/Libraries: Pandas
Tech: MS Office, Adobe Photoshop, Adobe Illustrator, Tableau

EDUCATION   Month Year – Month Year

Bachelor of Computer Science, Minnesota State University Mankato   Expected Dec 2027
Relevant Coursework: Intro to Python(OOP), Data Structures, Introduction to Excel, Algorithms

EXPERIENCE

HighSchool Tutor, Gibson School Systems   Sept 2022 - May 2023
- Provided one-on-one and group tutoring sessions for high school students in subjects such as Mathematics, Science, and English. Assisted Students with lesson plans and study materials tailored to individual learning styles and education needs.

Participant, CodePath Intro to Interview Preparation   Present
- Enrolled in a Program focused on technical interview preparation, covering data structures and problem-solving techniques. Gained hands-on experience with weekly coding challenges and mock interviews.

PROJECTS/RESEARCH

Little Spider Solitare[Little-Spider-Solitare]   **April 2024**
- A Python card game where players create foundational piles starting with red aces and black kings. The game features eight tableau piles with card movement between them, earning points for valid moves to the foundation. It includes directions and interactive gameplay with an engaging experience.

Wumpus game[Wumpus-Game]   **Sept 2024**
- A Java game where players navigate through random caves, implementing object-oriented programming and data structures. Designed and implemented player interaction, cave mechanics, and game rules with detail and efficiency.

TV-TO-GO[TV-TO-GO]   **October 2024**
- A Java program that utilizes object-oriented programming, inheritance, and polymorphism. Implemented features for content search, ranking, and downloading. Using files with data to handle comprehensive documentation for seamless functionality.

SPOTIFY MATCH MAKER   **on-going project**
- A social music app that connects people with similar music tastes using the Spotify API. It analyzes user data, such as most-listened-to artists and genres, to suggest matches with over 90% accuracy. The platform also included a request-based chat, allowing users to connect and communicate safely. This project was developed from scratch, showcasing a 100% full-stack development and a deep understanding of API integration.

EXTRACURRICULARS

- Google Developers Club: Weekly coding workshops and hackathons with Java and Python.   **Present**
- African Student Association: Organized events fostering cross-cultural events.   **Present**
- Augustana Web Guild: Web designing for nonprofits and small businesses using HTML, javascript **Present**
- Augustana Physics and Engineering Society: Gained experience through lab work, and practical   **Present** problem-solving.