Ellie Pearson

San Luis Obispo, CA | ellie.jm.pearson@gmail.colm | (805) 858-8242 linkedin.com/in/ellie-pearson-b21099295

I am a dedicated and reliable professional with a deep interest in human-computer interaction and artificial intelligence. Committed to continuous learning and growth, I am eager to expand my skill set and contribute to innovative products.

Education

Cal Poly, San Luis Obispo, BS in Computer Science

• **GPA**: 3.97

• Coursework: Intro to Software Engineering, Design & Analysis of Algorithms, Systems Programming, Project-Based Object-Oriented Programming, Computer Organization, Data Structures

Experience

Software Engineering Research Assistant, Orfalea College of Business - Remote

June 2024 - Present

Expected Graduation: 2026

- · Increased functionality and optimized code as an extension of the BEACoN research project
- Utilized SQLite database management system to implement bookmark feature
- Developed multi-threading for a variety of processes to increase usability, efficiency, and increase functionality
- Upgraded the user interface through PyQt5 to improve user experience

ITS Student Assistant, Cal Poly - San Luis Obispo, CA

May 2024 - Present

- Managed IT tickets through Jira about a variety of network, hardware, and software issues in a timely manner
- Helped oversee the deployment of over 25 new workstations by communicating with the customer, imaging each computer, installing software, and setting up the workstations
- Gained proficiency in both Windows and MAC devices/operating systems

BEACON Research Scholar, Cal Poly – San Luis Obispo, CA

January 2024 - June 2024

- Research assistant exploring how generative AI can enhance podcast audience interaction
- Collaborated with two professors and a peer to conduct a literature review, submit to the IRB, and create a presentation
- Enhanced podcast app using python and object-oriented programming design
- Integrated APIs, audio input/output, and file processing to create a new Q&A feature

Projects

Linux Shell

- Developed a custom Linux shell using C that mimics the basic functionality of standard shells like Bash
- Parsed input to support common commands such as cd, ls, mkdir, touch, and others by leveraging system calls and custom logic.

Technologies

Languages: (proficient): Python, Java, C (familiar): JavaScript, HTML/CSS, React