

Lesley Escobar

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EDUCATION

University of Michigan

B.S. in Computer Science

Cumulative GPA: 3.15/4

Relevant Coursework: Programming and Introductory Data Structures (EECS 280), Discrete Math (EECS 203), Introduction to Computer Data Structures and Algorithms (EECS 281), Introduction to Computer Organization (EECS 370), Foundations of Computer Science (EECS 376)

Ann Arbor, MI

April 2021

WORK EXPERIENCE

University of Michigan

Resident Advisor

Ann Arbor, MI

August 2019-Present

- Created monthly events tailored to student's needs to build community, inclusion, and diversity
- Used quick problem solving skills and crisis management when tackling on issues such as drinking, sexual assault, and mental health
- Supported 32 residents in regards to their safety and wellbeing

University of Michigan: McCrory Group

Research Assistant

Ann Arbor, MI

September 2018-September 2019

- Synthesized thiophene monomers and polymers that are modified with chromium and terpyridine to catalyze the reduction of carbon dioxide to formaldehyde
- Performed and assisted in chemical research under the guidance of a PhD student, working together to figure out which conditions best suit the experiment at hand
- Analyzed data through chemical procedures, such as Nuclear Magnetic Resonance processes, Cyclic Voltammetry, and Mass Spectrometer

University of Michigan School of Kinesiology

Human Resources Clerk

Ann Arbor, MI

October 2017-January 2019

- Maintained the efficiency of the mail and copy room
- Aided staff and faculty with faxing and scanning documents

PROJECT EXPERIENCE

Stock Market Simulator| C++

Introduction to Computer Data Structures and Algorithms

Ann Arbor, MI

February 2020

- Constructed a stock market simulator that receives and matches a series of orders
- Program utilizes priority queues to determine the preferred outcome

Machine Learning Piazza Post Classifier| C++

Programming and Introductory Data Structures

Ann Arbor, MI

April 2019

- Developed a Naïve Bayes classifier that takes in existing posts from the website, Piazza
- Implemented binary search trees, recursion, and map data structures to sort posts

Sandwich Stacker| Arduino

Programming and Introductory Data Structures

Ann Arbor, MI

December 2018

- Designed and developed an interactive game using an Arduino IDE
- Program uses precision and speed to determine whether a player completes the game

LEADERSHIP

- **Alpha Chi Sigma Alpha Beta Chapter**, *Rush Chair*
- **Alpha Chi Sigma Alpha Beta Chapter**, *Social Media Chair*
- **Women in Science and Engineering Residence Program**, *Peer Mentor*

December 2019-Present

December 2018-December 2019

September 2017-August 2019

SKILLS

Languages: Spanish (Proficient)

Technical: C++, C, HTML, CSS, Python, Xcode

INTERESTS

- Nature: Spent 4 weeks in the woods researching trees and soil for a class
- Art: Drawing real life portraits