

# M E L I S S A H A Z L E W O O D

[meli.hazlewood@gmail.com](mailto:meli.hazlewood@gmail.com)

[melissahazlewood@student.csulb.edu](mailto:melissahazlewood@student.csulb.edu)

562.881.2240

[www.linkedin.com/in/melissahazlewood/](https://www.linkedin.com/in/melissahazlewood/)

<https://github.com/melissahazlewood>

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## IN A NUTSHELL

Extremely hard worker; passionate about continual learning and growth; enthusiastic about developing high-quality work; creative thinker; people-lover; admirer of good design, natural beauty, and efficient code.

## EDUCATION

CALIFORNIA STATE UNIVERSITY, LONG BEACH – FALL 2019 - SUMMER 2021

Computer Science, M.S.

Relevant courses: Data Structures and Algorithms, Software Engineering, Operating Systems, Analysis of Programming Languages, Artificial Intelligence, Game Theory, Computer Architecture, Pattern Recognition, Theory of Computation, Android Application Development

LONG BEACH CITY COLLEGE – FALL 2018 - SPRING 2019

Relevant Courses: Data Structures and Algorithms, Introductory and Advanced C++, Introductory Java, Computer Architecture, Front End Website Development, Mobile App Development

UNIVERSITY OF CALIFORNIA, BERKELEY – AUGUST 2017

Physics, B.A. and Astrophysics, B.A.

## EXPERIENCE

COMP SCI TEACHING ASSOCIATE – AUGUST 2020 - DEC 2020

- Designed and implemented lesson plans for two synchronous online lab sections that met twice a week each, resulting in noticeably improved comprehension of the material and sustained engagement over the course of the semester for students in the corresponding lecture class
- Developed problem sets using LaTeX and programming assignments in Python that were given to the almost 200 students in the class
- Built the rubrics for and graded over a thousand problem sets, programming assignments, and exams in a single semester
- Collaborated with the other course teaching associates to create a consistent environment that fostered a sense of community among the students and instructors

INTRO TO COMP SCI (JAVA) TUTOR, LONG BEACH CITY COLLEGE – JAN 2019 - MAY 2020

- Attended weekly Tutor Training Academy certification workshops that honed tutoring skills such as effective communication and how to foster a more equitable environment for all
- Improved student achievement by acting as a mentor and intermediary between the students and their professor during and outside of class

## PROJECTS

- Classifying handwritten numbers from the MNIST dataset using: logistic regression via Python, NumPy, and Matplotlib, with MATLAB for prototyping, and an optimized CNN via Keras
- Finding and identifying faces from a set of celebrity images using the pre-trained YOLOFace model to detect the faces and FaceNet model to recognize specific people from those faces
- Let's Get Down to Quizness - a quiz-taking app written in Java on Android Studio, utilizing SQLite to store data locally on a device and responsive design elements like fragments and constraint layouts
- Software engineering metrics suite - using JavaFX, created a GUI application to calculate various metrics used in software engineering (e.g. function points and software maturity index)

## TECHNICAL SKILLS

LANGUAGES, LIBRARIES, AND OPERATING SYSTEMS

C/C++/C#, Java, Python, MATLAB, Fortran 77/90+, HTML5/CSS, JavaScript, LabVIEW, IDL, LaTeX, SQL; NumPy, Pandas, TensorFlow, Keras, Scikit-learn, Matplotlib, jQuery; UNIX, Mac OS X, Windows, Ubuntu