Mary Nnodebe

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Education

University Of Houston Houston, TX
BS Computer Science Expected Graduation: May 2027
Relevant Coursework: Data Structures, Algorithms, Databases, Discrete Mathematics, Linear Algebra, Web Design and Development, Probability and Statistics, Project Management, Object-Oriented Programming, Data Structures and Algorithms

Work Experience

College Of Natural Sciences And Mathematics Oct 2023 – Dec 2023
Discrete Mathematics Teaching Assistant (University Of Houston)

- Lead recitations for weekly classes and hold office hours for individual work with the students.
- Managed a class of 600+ students while grading weekly assignments and exams.

HiiT PLC May 2022 – August 2022
Data Analyst Intern

- Designed and developed the user interface of a website using HTML, CSS, and JavaScript, which improved user satisfaction by 23
- Learned various design patterns, their implementation, and their impact on user satisfaction.
- Collaborated with other interns to provide a final presentation to a management team.

TheCoderSchool April 2024 – Present
Computer Science Tutor

- Taught students the fundamentals of programming, problem-solving, and algorithm design using a personalized project-based approach to guide them through building their own applications using Scratch, Python, HTML/CSS.
- Developed curriculum and led a team of two other tutors to run week-long (20 hours/week) virtual coding boot camps where students develop and present a personalized project by the end of the camp.

Rice University Jan 2024 – May 2024
Research Assistant

- Performed exploratory data analysis in Jupyter Notebook and created interactive graphs using Plotly to analyze how firms' financial compositions and financial strategies affected firm performance during the Great Depression.

Projects

SIMPLE GIT Java

- Implemented a version-control system with 13 commands: init, add, commit, merge, branch, and checkout.
- Wrote a design document and designed a set of classes to represent the internal structures during execution and a parallel representation as local files to ensure the program's persistence.

AI CHECKBOARD GAME Java

- Recreated the classic two-player checkboard game Lines of Action with a GUI that allows the player to switch between a manual and a computer player.
- Implemented the AI behind the computer player using game trees and alpha-beta pruning.

ALU and Advanced Combinational Logic Project CircuitSim, C

- Assembled various logic gates and arithmetic logic units to mimic a computer's architecture using CircuitSim and C.
- Optimized circuit performance by applying K-Map and various techniques, reducing run-time and conserving resources.

Skills

Languages:	Python, Java, C, CSS, JavaScript, SQL
Tools:	Git, AWS, Jupyter Notebook, ReactJS, Flask, Matplotlib
Non-technical:	Presentation, Oral and Written Communication, Planning, Retrospective, Team building