Asiyah Speight

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EDUCATION

Chapman University, Orange, CA — Expected Graduation Dec 2025

Bachelor of Science in Data Science

Relevant Coursework:

- Applied Business Analytics
- Human Factors
- Human Computer Interaction
- Data Structure and Algorithms
- Computer Science I (Python)
- Statistical Models in Business Analytics
- Computer Science II (Java)
- Biostatistics
- Data Communication & Computer Networks

TECHNICAL SKILLS

- JAVA
- Python
- C++
- JavaScript
- R
- CAD (Computer Aided Design)
- CSS/HTML
- Object Oriented Programming
- Machine Learning
- Data Visualization
- Tableau
- Alteryx
- Figma
- Maze

PROFESSIONAL EXPERIENCE

Student Docent | *Chapman University, Fish Interfaith Center - Orange, CA* August 2022 – August 2025

- Provide general administrative and office support to ensure smooth daily operations.
- Assist in front desk reception, including answering phones and greeting visitors.
- Lead facility tours and monitor building activity to ensure a welcoming and secure environment.
- Support event preparation by setting up meeting spaces and program materials.
- Operate AV equipment to facilitate presentations and meetings.
- Utilize Microsoft Office Suite to manage documents and streamline administrative tasks.

Student Admin/Office Assistant | *Chapman University, Fowler School of Law - Orange, CA* May 2024 - Sept 2024

- Provide front office support at the Law Registrar's Office, assisting students and faculty with inquiries and requests.
- Maintain student files, perform data entry, and process administrative requests to ensure accurate record-keeping.
- Proctor law school examinations, enforcing academic integrity policies and ensuring a smooth testing environment.
- Assist with student registration processes, including verifying enrollment and managing documentation.
- Support clerical tasks and general office operations, including front desk coverage.

Summer Engineering Academy Student Employee | *Chapman University, Fowler School of Engineering - Orange, CA*
May 2024 - Aug 2024

- Co-led workshops for high school students on Arduino car assembly and basic coding concepts.
- Provided technical support on circuits, debugging, and Arduino IDE usage.
- Collaborated with instructors to test curriculum content and refine workshop delivery.
- Fostered a welcoming and inclusive environment to support student engagement and learning.
- Assisted with workshop logistics, including setup, teardown, and inventory management.

RELEVANT PROJECTS & EXPERIENCE

Chipotle Order System August 2024

- Developed a Java-based ordering system that simulates a Chipotle ordering experience, implementing object-oriented programming principles to ensure modularity and maintainability.
- Designed an interactive interface allowing users to customize their orders while ensuring a seamless transaction flow.
- Applied abstraction and encapsulation to structure the system efficiently and enhance code reusability.

ERS Game August 2024

- Designed and implemented a Java-based simulation of the Egyptian Rat Screw (ERS) card game, incorporating encapsulation and polymorphism to structure gameplay mechanics.
- Developed game logic that enforced player interactions, rule validation, and randomized events to create an engaging user experience.
- Optimized object-oriented design to support extensibility and maintainability for future enhancements.

Heart Disease Prediction August 2024

- Developed a predictive analytics model using machine learning techniques to analyze medical datasets and assess heart disease risk.
- Designed and optimized a Random Forest model by fine-tuning hyperparameters to improve accuracy and interpretability.
- Evaluated multiple classification models, including Logistic Regression, Ridge, and Lasso, to compare performance and refine feature selection.
- Implemented data preprocessing and visualization techniques to extract insights and enhance decision-making.

Robber Language Translation January 2025

- Developed a C++ program to convert user-inputted text into a playful "robber language" by manipulating characters based on consonant detection rules.
- Implemented string parsing and transformation logic that accounted for whitespace, punctuation, and case sensitivity.
- Employed input validation and command-line arguments to enhance user interaction and execution flexibility.

Not So Super Mario Bros February 2025

- Built a 2D C++ simulation game inspired by Super Mario Bros, using arrays and object-oriented design to manage multi-level gameplay.
- Integrated power-up logic, enemy encounters, and movement rules, resulting in randomized in-game events and replayability.
- Logged player behavior and game events through a structured file output system for game state analysis.

Do You See What I See? March 2025

- Implemented a spatial analysis tool in C++ to identify patterns in a 2D matrix based on custom-defined classifications and visual inputs.
- Used nested loop structures and conditional logic to detect, count, and label distinct regions of interest.
- Applied modular programming practices to support reuse and adaptability across different matrix configurations.

Blockchain Ledger April 2025

- Constructed a simplified blockchain ledger in C++, leveraging singly linked lists to simulate the chaining of cryptographically hashed data blocks.
- Implemented custom hashing, timestamping, and chain validation to ensure data immutability and integrity.
- Added functionality for file-based blockchain serialization and deserialization to support persistent storage and reconstruction.

Scare Games April 2025

- Engineered a binary tree-based tournament simulator for single and double-elimination competitions in C++.
- Designed a Monster class with comparison operators to model competitors by scream power, and implemented match logic using recursive tree traversal.
- Generated DOT graph representations of tournament brackets for visualization using Graphviz-compatible outputs.

Kruskal's Algorithm – Spanning the Gamut May 2025

- Designed a C++ program that applies Kruskal's algorithm to construct a Minimum Spanning Tree (MST) from a weighted, undirected graph.
- Parsed adjacency matrices from input files and utilized edge sorting with disjoint set operations to select optimal paths.
- Displayed the MST's total cost and structure through an updated adjacency matrix format for final output.

Sacred Space: Prayer & Nap App May 2025

- Designed a mobile-friendly app prototype to help students locate inclusive, private campus spaces for rest and spiritual use, using human-centered design principles.
- Conducted empathy interviews and synthesized user needs to identify stressors related to wellness, productivity, and religious accommodations.

- Created initial concepts using the Crazy 8 sketching method, then developed two interactive prototypes using Figma to test layout and usability.
- Deployed Maze to evaluate task completion, feedback, and interface clarity; used findings to guide redesign plans including availability indicators, simplified layout, and accessibility improvements

Vestiaire Collective Business Analytics May 2025

- Collaborated on a comprehensive business intelligence project focused on optimizing pricing strategies and improving customer satisfaction for a luxury resale platform.
- Used Tableau and Alteryx to analyze 500K+ product listings by brand, material, color, seasonality, and seller type to identify sell-through patterns and inefficiencies.
- Developed price optimization recommendations tailored by product condition, category, and brand to reduce warehouse congestion and increase seller earnings.
- Proposed UX and operational improvements including dynamic pricing, warehouse rebalancing, and smart seasonal filters to streamline fulfillment and enhance customer experience.

ACADEMIC AWARDS AND LEADERSHIP

Gene Haas Scholarship Recipient 2025