

# Jisela Newman

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## EDUCATION

### University of Miami

Coral Gables, FL

*Bachelor of Science: Data Science and AI*

May 2029

- **Honors:** Presidential Scholar, Dean's List, Provost's Honor Roll
- **Relevant Coursework:** Python Programming, Computer Programming I and II, Calculus I and II, Data Science for the World, Discrete Mathematics
- **Activities:** Kappa Theta Pi Technological Fraternity; ColorStack, Treasurer; SheBytes, Treasurer

## WORK & LEADERSHIP EXPERIENCE

### Richter Library

Miami, FL

*Library Front Desk Assistant*

August 2026 - Present

- Assisted an average of 20+ patrons per shift with inquiries and service-related issues, maintaining a welcoming and efficient front-desk environment.
- Assisted an average of 20+ patrons per shift with inquiries and service-related issues, resolving 100% of requests without escalation.
- Guided 10+ patrons per shift in navigating UMiami Libraries' digital resources and scanning equipment, reducing the need for staff escalations.

### ColorStack

Miami, FL

*Treasurer*

January 2026 - Present

- Managed a chapter budget of \$2500+, tracking expenditures and maintaining financial records.
- Secured \$2000 in SAFAC funding through grant requests and budget proposals, supporting 10+ workshops, conference travel, and professional development opportunities.
- Partnered with the executive board to allocate funding across multiple initiatives, expanding access to technology-focused opportunities for 50+ members.

### Waterbury IT Department

Waterbury, CT

*Information Technology Intern*

June 2023 - August 2023

- Installed, configured, and maintained 50+ desktop computers and printers, supporting reliable hardware availability across the department.
- Collaborated with IT team members to ensure compliance with cybersecurity best practices.

## PROJECTS

### Student & Game Management System | Python

- Developed a menu-driven Python application using object-oriented design to manage student records and run interactive games.
- Built a GPA calculator using weighted averages and dictionary-based letter-grade conversion to calculate academic standing from course scores.
- Built a lottery number generator and Rock-Paper-Scissors game in Python, applying OOP principles and input validation to ensure robust, user-friendly gameplay.

### Connect Four Game | Java

- Developed a command-line Connect Four game using Java and object-oriented programming, implementing a 6x7 game board with separate controller and board classes.
- Built multiple AI difficulty levels, including random move selection, winning-move detection, and opponent-blocking logic.

## SKILLS

**Programming Languages:** Python, Java, R

**Libraries/Tools:** NumPy, GitHub