

Elisa Holland

emholland6@gmail.com | (717) 874-1664

GitHub: <https://github.com/emholland> • LinkedIn: www.linkedin.com/in/elisa-holland-a33a76208

Education

Temple University

Philadelphia, PA

Computer Science B.S. | Communications Studies Minor

Coursework: Quality Assurance and Testing, Data Science, Web App Programming, Data Structures and Algorithms, Software Design, UX Design, Technical Communications

Skills & Technical Proficiencies

Languages: Python, Java, C, SQL, JavaScript, HTML, CSS

Frameworks/Libraries: React, Node.js, Spring Boot, WebSocket, Jest,

Tools/Platforms: Docker, Jenkins, Firebase, AWS, Postman, Metabase, Git, Jira, Figma, Drupal

Concepts: OOP, REST APIs, Agile, Unit Testing, CI/CD, Containerization, Secure Coding

Experience

Software Developer Intern | Trinity IT

January 2025 – Current

- Leading research on AWS AI services to present to the company
- Enhanced React and Drupal-based platforms, deploying new features and resolving front-end bugs
- Participated in agile team ceremonies and helped maintain production web services

Tech Project Management Intern | Siemens

June 2024 – December 2025

- Automated test reporting with Python scripts, reducing manual effort and improving accuracy
- Created SQL dashboards in Metabase to support cloud migration analytics
- Led internship program redesign project, awarded best summer initiative

Software Developer Intern | Trinity IT

January 2024 – May 2024

- Practiced SCRUM and Kanban project management methods in a real-world development team.
- Assisted in DevOps efforts using Docker, Kubernetes, and AWS; wrote SQL queries for backend integration.
- Participated in secure code practices and conducted peer code reviews.

Discrete Mathematics Teaching Assistant | Temple University

August 2023 – December 2023

- Personally invited by faculty to lecture, mentor, and tutor 30+ students

After School Coding Teacher

September 2023 – December 2023

Projects

Artificial Intelligence Story Builder System

(Current)

- Developed a full-stack AI-powered storytelling application using React, Node.js, and LLM APIs
- Engineered multi-agent generation and voting logic for iterative story refinement based on user prompts and personas
- Led planning and design using UML diagrams, including class, sequence, and use case models to structure system architecture
- Managed agile development through Jira; deployed using Firebase and Docker

Startup Failure Prediction Model

(Spring 2025)

- Developed Machine Learning classifier using logistic regression (AUC: 0.99)
- Cleaned data, engineered features, used GridSearchCV

Mafia Multiplayer Game

(Fall 2024)

- Developed a multiplayer game using React Native and WebSocket for real-time interactivity.
- Managed development sprints with Jira and Git, coordinating version control and team workflows
- Designed system architecture using UML and class diagrams, sequence diagrams to guide implementation

Restaurant Review Website

(Spring 2024)

- Full-stack app with user auth and reviews (React, MySQL, Spring Boot)