

Alex Massenzio

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Education

Stevens Institute of Technology, Hoboken NJ

- Bachelor of Science in Computer Science, Graduated May 2018
- GPA: 3.2

Experience

Picatinny Arsenal (US Department of Defense), Wharton NJ

11/2018 to Present

Full-Stack Developer

- Working with the Protection Systems Branch (PSB) developing the front and back end of an emergency management system using React, Java and PostgreSQL. This system is used by personnel within various emergency operation centers, providing a suite of tools to process information relating to an incident.
- Lead programmer and team leader developing a site-wide chat service that supports messaging to other users, creating private/public channels, and adding users to a personal 'favorites list'. This provides collaboration for emergency management services and other military branches.
- As the project lead of the chat service, I am responsible for preparing and presenting live demos to senior project managers, as well as the rest of the team. I assign tasks and maintain the project schedule.

Stevens Institute of Technology, Hoboken, NJ

05/2018 to 10/2018

VR Developer

- Lead development of a standalone VR experience for the NUKEMAP website (<https://nuclearsecrecy.com/nukemap/>). NUKEMAP is an interactive map that allows users to model the effects of various nuclear weapons at any location.
- Within the Unity game engine, duties revolved around creating systems that a user in VR can interact with. This includes generating visual effects, creating interactable objects, and designing and displaying easy to read UI.

Intrepid Museum/Stevens Institute of Technology, Hoboken, NJ

02/2018 to 04/2018

Sensory Computation, Experimental Narrative Environments (SCENE) Software Programmer/Integrator

- I was a major contributor in the creation of two interactive exhibits for the Intrepid Museum in New York City. The first exhibit displayed and simulated the sounds of the interior of a Growler Submarine at the Intrepid Museum, and the second exhibit was an interactive console in which users can guess underwater sounds. My responsibility was to program the user interface and the backend code that required me to integrate my code with 8 channel audio, multiple displays, and touch controls.
- Created with Unity and Max 7.
- Utilized Open Sound Control (OSC) to have Unity and Max 7 communicate between each other.

Wiley Publishing, Hoboken, NJ

06/2017 to 08/2017

Architecture & Methods Intern

- I assisted in improving the overall portfolio data quality of the company by 20%, and to create reference architecture for future projects. This was achieved by running data analysis on the portfolio data, fixing discrepancies found, and creating video tutorials on how to ensure higher data quality in the future.
- Worked closely with the DevOps team to create a reference web application. The software is now used to get future web developers started with their projects faster. I gained an understanding of multiple DevOps tools such as Amazon Web Services, Ansible, Jenkins, and Nexus Repo.
- Created automated builds for previously mentioned reference web app.
 - Learned and utilized Maven, Jenkins, Git, Nexus Repository, and Amazon Web Services.

Picatinny Arsenal (US Department of Defense), Wharton, NJ

06/2016 to 08/2016

Engineering Intern

- Working in the Gaming, Interactive Technologies & Multimedia (GITM) branch, I programmed major parts of the UI and net code systems for a simulation framework for military vehicles.
- Learned how to use SVN and Perforce source control applications.
- Was responsible for testing daily builds of the project.

Skills

Languages: C, C++, C#, Java, JavaScript, Python

Software: Amazon Web Services (AWS), DevOps, Eclipse, Excel, Git, Jenkins, Max 7, Maya, Maven, MongoDB, OSC, Perforce, PostgreSQL, React, Redis, SQL, SVN, Supercollider, Unity3D, Unreal Engine, Visual Studio, VSCode, Wwise, WPF

Projects Portfolio: Projects can be found at <http://alexmassenzio.com/projects>