Alex Massenzio

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EDUCATION:

Stevens Institute of Technology, Hoboken, NJ
Bachelor of Science in Computer Science, Graduating May 2018
GPA: 3.2
Coursework: Honors Introduction to Computer Science, Concurrent Programming, Operating Systems, Data Structures, Algorithms, Web Programming, Logic and Discrete Math, Systems Programming, Automata and Computation, Project Management

WORK EXPERIENCE:

Stevens Institute of Technology, Hoboken, NJ   Ongoing 2/18
Sensory Computation, Experimental Narrative Environments (SCENE) Lab Assistant
- Creating two exhibitions for the Intrepid Museum.
    - On-site playtests for the exhibition went up at on 2/18 for a full week.
    - The exhibitions will on public display starting in April
- The two exhibitions require integration with 8 channel audio, multiple displays, and touch controls.
- Exhibitions are being created with Unity and Max 7.
- Utilized Open Sound Control (OSC) to have the two mentioned applications communicate between each other.

Wiley Publishing, Hoboken, NJ   6/17 – 8/17
Architecture & Methods Intern
- Improved Wiley's overall portfolio data quality by 20%.
- Worked closely with the DevOps team to create reference a web application.
    - The software will be used to get future web developers started with their projects faster.
- Created tutorials to show future clients how to effectively interact with an enterprise software.

Picatinny Arsenal (US Department of Defense), Wharton, NJ   6/16 – 8/16
Student Trainee (Engineering)
- Worked in the Gaming, Interactive Technologies & Multimedia (GITM) branch.
- Programmed major parts of the UI and net code systems for one of the branch's projects.
- Assisted in testing daily builds of the project.

LEADERSHIP EXPERIENCE:

Stevens Game Development Club - http://sgdc.ml/
Vice President
- Assisted in running weekly meetings to improve the members' ability in game development.
- Organized talks from both members of the club including special guests such as the VP of Marketing at Valve and a Q&A session at Avalanche Studios.
- Successfully ran game-jam events for the student body on a regular basis.

Computer & Console Gaming Society
President
- Run weekly LAN events that bring in on average 75 members.
- Organize special monthly events that include tournaments and prizes. Average attendance is 125 participants.
- Members report that the events are a nice way to wind down from classes and greatly bring together the gaming community on campus.

PORTFOLIO:

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

VOLUNTEER SERVICE:

Games++, Hoboken, NJ   3/16
Event Assistant
- Aided in coordinating and supervising the Games++ game jam event.
- Participants exhibited learning a considerable amount by the end of the event, showing great enjoyment in the process.

FIRST Robotics, Sparta, NJ   10/12 – 3/13, 10/13 – 3/14
Team Mentor
- Assisted with programming, strategy, and understanding the terminology and building of robots.
- The mentored team achieved the ability to qualify in the state finals.

Be the Match Foundation, Sparta, NJ   5/14 – 6/14
Team Organizer and Donor Drive Facilitator
- Organized bone marrow drives at Pope John XXIII Regional High School and Our Lady of the Lake Church in Sparta, NJ.

SKILLS:

Languages: C, C++, C#, CSS, HTML, Java, JavaScript, Python
Software: After Effects, Amazon Web Services, Eclipse, Excel, Git, Adobe Illustrator, Jenkins, Maya, OSC, Photoshop, Putty, SVN, Supercollider, Unity3D, Unreal Engine, Vim, Visual Studio

HOBBIES:

Game Development, Programming, Volleyball, Tournament Organizing