Alex Massenzio

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OBJECTIVE: Obtain an internship in the field of Computer Science to further improve my knowledge and experience in programming.

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

SKILLS: **Languages:** C, C++, C#, CSS, HTML, Java, JavaScript, Python, Ruby
Software: After Effects, Blender, Eclipse, Excel, Git, Adobe Illustrator, Maya, Microsoft Office, Photoshop, Putty, SVN, Supercollider, Unity3D, Unreal Engine, Vim, Visual Studio

WORK EXPERIENCE:

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

International Ivy, Sparta, NJ   7/15 – 8/15
Java Instructor
- Taught incoming high school students the basics of coding through Java using Eclipse
- Resulted in students showing a newfound interest in coding.

LEADERSHIP EXPERIENCE:

Computer & Console Gaming Society (C2GS)
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.

Stevens Game Development Club (SGDC) - http://sgdc.ml/
Vice President
- Assist in running weekly meetings to improve the members' ability in game development.
- Organize talks from both members of the club and special guests. Recent guests include: VP of Marketing at Valve and the Narrative Director at Avalanche Studios.
- Successfully run game-jam events for the student body on a regular basis.

PROJECTS:

Stevens Overwatch League
Founder
- Fully organized two seasons of an on-campus Overwatch league.
- Duties included creating and managing registration, scheduling matches, and setting up livestreamed events for the finals of each season.
- Each season brought in around 50 participants, and resulted in more gamers becoming more active in the Overwatch community.

Game Jam Accomplishments:
- *Stevens Game Development Club's Game Jam X* – 1st place (solo submission)
- *Stevens Game Development Club's Game Jam IX* – 1st place (group submission)
- *Stevens Game Development Club's Game Jam VII* – 3rd place (solo submission)

RedBot
Lead Developer / Creator
- Created an open source project with the goal to create an easy to manage chat bot bundled with an array of useful commands.
- Currently is being utilized on the Computer & Console Gaming Society's Discord server.

HOBBIES: Game Development, Programming, Volleyball, Tournament Organizing

U.S. Citizen