

Alex Massenzio

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OBJECTIVE: Obtain an internship in a technology based industry 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: Eclipse, Excel, Git, Adobe Illustrator, Adobe Photoshop, Putty, SVN, Supercollider, Unity3D, Unreal Engine, Vim, Visual Studio

WORK EXPERIENCE: **Picatinny Arsenal**, Picatinny, NJ 40 hours/week 6/16 – 8/16
Student Trainee (Engineering)

- Worked closely with the Gaming, Interactive Technologies & Multimedia (GITM) branch, greatly refining my ability to work with a full development team.
- Improved my skills in Unity3D and C#, especially with UI and netcode development.

International Ivy, Sparta, NJ 25 hours/week 7/15 – 8/15
Java Instructor

- Taught incoming high school students the basics of coding through Java using Eclipse. Students showed a newfound interest in coding.

High School Robotics Camp, Sparta, NJ 25 hours/week 7/11 – 8/11
Camp Counselor

- Taught Junior high school students basic building techniques and programming (in C) required to participate in “FIRST Robotics” competitions.
- Increased student’s interest in robotics, leading to nearly 100% participation in the FIRST program.

VOLUNTEER SERVICE: **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.

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.

Vacation Bible School, Sparta, NJ Summers 2011 - 2013
Student Leader

- Helped choose a theme for the program.
- Recruited student volunteers.
- Created skits and directed them for 50 grade school campers.

ACTIVITIES: **College:** Vice President of Computer & Console Gaming Society (C2GS), Vice President of Stevens Game Development Club (SGDC)
High School: FIRST Robotics (FLL/FTC/FRC), Zero Robotics Team, Computer Science Club, Chess Team, Film Club, Infomercial Club

HOBBIES: Game Development, Programming, Volleyball, Tournament Organizing
U.S. Citizen