Alex Massenzio

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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 Programming, Logic and Discrete Math, Systems Programming, Automata and Computation, Project Management

WORK

Wiley Publishing, Hoboken, NJ

6/17 - 8/17

EXPERIENCE:

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 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.

International Ivv. 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.

LEADERS HIP 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 and special guests such as the VP of Marketing at Valve and Narrative Director 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: VOLUNTEER

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

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.

FIRS T 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, Photoshop, Putty, SVN, Supercollider, Unity 3D, Unreal Engine, Vim, Visual Studio

HOBBIES:

Game Development, Programming, Volleyball, Tournament Organizing