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Anthony Venturella

AnthonyVenturella.com
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Education

University of Illinois at Chicago

B.S. in Computer Science, Minor in Business Administration **Expected May 2021**
M.S. in Computer Science **Expected May 2022**

- **3.62/4.00** Major GPA, **3.62/4.00** Cumulative
- President of Vehicle Electronics & System Engineering (VESE) Student Org, 2019-2020
- Team Lead in Linux Users Group for Arduino, 2018-Present
- Accepted into Joint B.S./M.S. program

Experience

University of Illinois at Chicago **May 2020-Present**

Electronic Visualization Laboratory (EVL), Undergraduate Researcher/Assistant

Chancellor's Undergraduate Research Award (CURA) Awardee, May 2020-July 2020

- Planned and implemented several websites for use in visualizing data
- **HTML/CSS/JavaScript/JQuery/D3.js/leaflet.js/Python** Utilized
- Mapped COVID data against demographics such as political views and twitter posts

Research Experiences for Undergraduates (REU) Awardee, July 2020-Aug 2020

- Awarded REU for continuation of CURA work
- Developed both backend and frontend for use in final visualization

University of Illinois at Chicago **Jan 2020-May 2020**

Undergraduate Teaching Assistant, Computer Design

Skills

Languages Proficient: C, C++, C#, Java, HTML, CSS, Python **Acquainted:** JavaScript, SQL, F#
Tools: Linux, Git, Arduino, Unity, D3.js, leaflet.js, Bootstrap, SolidWorks, Soldering

Projects

Arduino-Unity Toybox – C# / C++ / Arduino / Unity (Solo Project)

- Created various Arduino devices to display and send signals to Unity Scenes
- Used C#'s serial communication to facilitate communication between Arduinos and Unity

"Internest Corporation" – C# / Unity (Team Lead, Class Project)

- Networked Multiplayer Game with the concept of "birds and computer systems"
- Wrote multiplayer networking code for client server communication

Vending Machine – C++ Arduino / Embedded Systems (Team Lead, Class Project)

- Managed several Arduinos and input output devices through bussed serial communication
- Designed and built dispenser, drop mechanism, and coin counter around available parts