Emily Carroso

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EDUCATION

University of Illinois at Chicago, Chicago, Illinois
Bachelors of Science, Computer Science   *Expected: December 2023*

KEY SKILLS

- Proficient in C, C#, C++, MatLab, Java, HTML, JavaScript, Sage, F#, SQL, and Python.
- Experienced with Unity, creating SharePoint sites, and designing Blackboard pages.
- Fundamental Courses: Data Structures, Probability and Statistics, Machine Organization, Languages and Automata, Software Design, User Interface Design and Programming, Wearables and Nearables Technology, and Database Systems.

WORK EXPERIENCE

University of Illinois at Urbana Champaign / Discovery Partners Institute, Chicago, IL   *August 2021 - Current*
Research Assistant

- Contributing to a 360 degree video with augmented reality to teach nutrition to children.
- Worked on a team of peers to research how virtual reality can be used to treat depressive symptoms in lung cancer patients by converting a module-based mindfulness lesson plan into a VR game while working independently on music composition and scene design.

John Hopkins University Applied Physics Laboratory, Chicago, IL   *May 2022 - August 2022*
Intern / Unity Developer

- Developed code and a prototype HUD to allow users to change the input bindings in a submarine training simulation to better fit their preferences for video game controls.
- Revised and debugged a former intern's code to simulate a fire in a submarine for users to train for emergency situations.

University of Illinois at Chicago, Chicago, IL   *June 2021 - May 2022*
Research Assistant

- Ran a study on how college-aged women in computing fields could mentor young girls and ran a study on what middle school girls would want out of an out-of-school girls in tech program.
- Collaborated with a research partner in the design and implementation of the MyTurn program with the focus of encouraging middle school girls to get involved in computing-related fields. I designed the program curriculum with an emphasis on belongingness and computational thinking, tested and developed code for social robots to determine the robot with the best features for the program, created the wireframe for a digital tool to guide students through the development of their projects, and wrote a research paper on developing MyTurn.
- Worked on data entry for a study on how robots' gestures affect students' ability to solve geometric problems as well as analyzing and coding the videos from the study to determine the intercoder reliability.

US Soccer Federation, Chicago, IL   *May 2021*
Intern / Project Lead

- Led a team of four interns during a 3-week internship and served as the line of communication between two mentors and our group.
- Collaborated with my team as we developed and presented an intranet prototype for the company using SharePoint.
- Worked with all of the tech departments within the company doing various tasks such as updating and porting zoom phone numbers and creating email templates in Salesforce.

University of Illinois at Chicago, Chicago, IL   *May 2020 - June 2020 & January 2021 - May 2021*
Undergraduate Teaching Assistant & Course Builder

- Set up the Blackboard, homework assignments, projects, labs, exams, and set up other important tasks for an intro to Python course.
- Aided in teaching a semester-long course on Data Structures, hosted virtual help sessions each weekend, led 2 live coding labs weekly, evaluated live coding oral exams, and presented project breakdowns bi-weekly to aid students in starting new projects.
- Assisted in teaching a fast-paced 4-week course on MatLab, hosted 9 virtual help sessions for students each week, evaluated live coding oral exams, and regularly helped some struggling students understand new concepts and improve their grades.

KEY PROJECTS

Ooky Spooky • Unity • C#   *September 2023 - Current*
- Currently collaborating with a partner on "Ooky Spooky" a platformer game. This ongoing project not only aims to deliver a delightful Halloween-themed gaming experience but also serves as a valuable learning platform for my partner, imparting essential fundamentals of video game design.

Trajectory • Unity • C#   *January 2022 - May 2022*
- Designed and developed "Trajectory," a transformative virtual reality experience in collaboration with a team, aiming to shed light on workplace diversity challenges. Through immersive storytelling and symbolic obstacles, the project emphasizes the importance of fostering inclusivity and sparking change in professional environments.

Dungeons and A Dragon • Unity • C#   *May 2021- August 2021*
- Developed a captivating game, "Dungeons and A Dragon," featuring original art and music, where players navigate a curious dragon through intricate mazes, collecting gold coins and exploring treasure chests. This mini-game was part of a collection designed within the Association for Computing Machinery (ACM) Student Chapter's Video Game Design Special Interest Group, showcasing our creative skills and passion for immersive gaming experiences.

AWARDS

Social Vine Counter for Mental Health Protection   *November 2021*
- Won 3rd place for a mental health mobile app created during Technica Hackathon

Dean's List   *December 2019, May 2020, December 2020, May 2021, December 2021*
- Made the Dean's List five consecutive semesters for achieving more than a 3.5 GPA.

Cyber FastTrack   *April 2021*
- Earned 500th place out of 1,590 contenders in a 48-hour cybersecurity competition and was invited to the Cyber Foundations Academy for a free summer course as part of their talent development program.

Google's exploreCSR with Break Through Tech Chicago   *February 2021, April 2021*
- In the top 3 for the CS team competition for two consecutive workshops.

STUDENT ORGANIZATIONS AND VOLUNTEERING

Member of the Association for Computing Machinery Student Chapter   *February 2021 - Current*
- Involved in the Video Game Design Special Interest Group.

Member of Women in Computer Science   *January 2021 - Current*

College Panhellenic Council   *October 2019 - Current*
- Formerly the President where my responsibilities were to preside at all meetings of the Panhellenic Council and Executive Board, communicate regularly with the Panhellenic advisor and NPC Area advisor, and oversee all officers and directors.
- Formerly the Vice President of Communications where my responsibilities were to record minutes of all meetings, keep an up-to-date roster of all members, oversee the Director of Diversity and the Director of Academic Excellence, and communicate and provide updates to all chapter advisors and presidents of the council.

Delta Phi Epsilon - Beta Rho Chapter   *October 2019 - Current*
- Formerly the Risk Management Chair where I accessed all risks at events and ensured the safety of attendees.
- Formerly the National Association of Anorexia Nervosa and Associated Disorders (ANAD) Chair where my responsibilities were to be in charge of all fundraising for our ANAD philanthropy as well as teach awareness and provide resources for eating disorders.
- Formerly the Captain of the Stroll/Dance Team where my responsibilities were to teach the history and culture behind Stroll and be in charge of holding auditions and teaching Stroll choreography for our annual competition.
- Formerly the Health and Wellness Chair where I ran programming with an emphasis on working out, eating healthy, and mental health awareness, provided an anonymous advice column, and held a competition to earn points by working out.

Member of Hip Hop Connxion Primo   *September 2019 - May 2020 & September 2021 - Current*

Volunteer as Choir Librarian for UIC Choir Program   *January 2019 - March 2020*
- Duties included organizing and distributing all sheet music and music folders to 100+ students while managing the sheet music library.