

Emily Carroso | 630-730-8892 | emilycarroso101@gmail.com | www.linkedin.com/in/emily-carroso

EDUCATION

University of Illinois Chicago | Bachelor of Science, Computer Science

Dec 2023

KEY SKILLS

Languages: C, C++, C#, Python, Java, JavaScript, SQL, HTML, CSS

Tools: Unity, Git, Agile/Scrum, Linux, UI/UX, Databases

Concepts: Debugging, Testing, OOP, Front-End & Back-End, Data Structures & Algorithms

WORK EXPERIENCE

University of Illinois / Discovery Partners Institute | Research Contractor

Aug 2021 - Present

- Designing an interactive 360° AR video in Unity to teach children about nutrition through gamified learning, continuing work from prior internship.
- Developed a VR mindfulness game for lung cancer patients in Unity with C#, translating lesson plans into interactive modules and integrating original music and 3D scene design.

Johns Hopkins APL | Unity Developer Intern

May 2022 - Aug 2022

- Built a customizable heads-up display (HUD) in Unity using C#, allowing users to configure input bindings for submarine training simulations.
- Optimized and debugged simulation code, increasing training efficiency and reliability.

University of Illinois Chicago | Research Assistant

Jun 2021 - May 2022

- Researched mentorship for women in computing and designed a middle school curriculum for *MyTurn*, a girls-in-tech program focused on fostering belonging and developing computational thinking skills.
- Developed code for social robots, wireframed a digital tool, and co-authored a research paper for *MyTurn*.

US Soccer Federation | Intern & Project Lead

May 2021 - June 2021

- Led a team of four interns, serving as communication liaison.
- Designed and presented a SharePoint-based intranet prototype to centralize staff resources and internal communications.
- Provided IT support for Zoom, Salesforce, and internal systems across multiple departments.

University of Illinois Chicago | TA & Course Builder

May 2020 - May 2021

- Taught and supported MATLAB, Python, and Data Structures courses by leading labs, hosting help sessions & project breakdowns, and managing technical assignments and evaluations.

KEY PROJECTS

Trajectory | UIC

Jan 2022 - May 2022

- Developed *Trajectory*, a Unity-based VR experience in C#, addressing workplace diversity through immersive storytelling, symbolic obstacles, and interactive gameplay.

MindfulMagic | Technica Hackathon

Nov 2021

- Developed a Swift mobile app that promotes mental health by tracking social media use, earning 3rd place in the Mental Health Protection category at Technica Hackathon.

Dungeons and A Dragon | UIC ACM

May 2021 - Aug 2021

- Designed and developed a Unity-based game in C#, featuring original artwork and music, maze navigation mechanics, and collectible-driven gameplay to enhance player engagement.

AWARDS

- **Technica Hackathon (3rd Place, Mental Health Protection)** Nov 2021
- **Dean's List (5 Consecutive Semesters)** Dec 2019 - Dec 2021
- **Cyber FastTrack (Top Tier Contender)** Apr 2021
- **Google exploreCSR (Top 3 Placement in 2 Workshops)** Feb & Apr 2021

ORGANIZATIONS & LEADERSHIP

- **Hip Hop Connexion Dance Co.** | Member Sep 2019 - Present
- **ACM Student Chapter (Game Design SIG)** | Member Feb 2021 - Dec 2023
- **Women in Computer Science** | Member Jan 2021 - Dec 2023
- **College Panhellenic Council** | President & VP of Communications Oct 2019 - Dec 2023
- **Delta Phi Epsilon - Beta Rho Chapter** | Leadership Roles Oct 2019 - Dec 2023
- **UIC Choir Program** | Choir Librarian Jan 2019 - Mar 2020