Madison Maloney

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EDUCATION

University of Nebraska–Lincoln | Lincoln, NE   Expected Graduation: May 2024
Bachelor of Science in Computer Science   GPA: 3.97
Minors in Mathematics and Psychology   Dean's List: Six semesters

EXPERIENCE

Netsmart | Overland Park, KS
Software Engineer Future (Intern):   May 2023 – July 2023

- Single handedly built out a net new web app for Netsmart's developer experience portal for integrations into Netsmart's various electronic health records.
- Positively impacted Netsmart's developers by creating effective documentation for Netsmart's APIs.
- Learned the basics of the healthcare IT industry and healthcare interoperability including HL7 FHIR.

UNL School of Computing | Lincoln, NE
Teaching Assistant (Software Engineering, CSCE 361):   Jan 2023 – Present

- Assisted in answering student questions on topics covering course material such as software requirements analysis, program design, software maintenance, integration/unit testing, and agile methodologies.
- Graded student assignments in a timely and prompt manner providing helpful feedback for improvement.

UNL New Student Enrollment | Lincoln, NE
Orientation Leader: November 2021 to August 2022

- Welcomed and built relationships with over 6,000 incoming freshman students and their families by using effective interpersonal, problem solving, adaptability, and one on one communication skills.
- Collaborated with 30 other orientation leaders to create engaging and meaningful activities for parents and students to participate in to learn about the University during their orientation day.

UNL Residence Life| Lincoln, NE
Learning Community Peer Mentor: August 2021 to May 2022

- Lead and managed a group of 25 freshman college students majoring in computer science to ensure a successful transition to college.
- Planned weekly social, academic, and career-related events for students to participate in.

Lincoln Community Learning Centers | Lincoln, NE
Lego Robotics Afterschool Club Instructor: February 2021 to January 2023

- Taught basic programming principles using EV3 Lego robots to 10-15 K-5 students.
- Developed weekly lesson plans used in teaching that align with computer science standards.

SKILLS

- C/C++ · *Intermediate*
- Java · *Intermediate*
- Model-View-Controller (MVC) · *Intermediate*
- Agile Methodologies · *Intermediate*
- SQL · *Intermediate*
- React.js/HTML/CSS · *Intermediate*
- C#/.NET · *Intermediate*
- SOLID Principles · *Intermediate*

HONORS & ACTIVITIES

Initialize · *President*   September 2020 to January 2023

- Managed, oversaw, and lead 50 club members in providing multiple STEM outreach opportunities for underrepresented school-age students at various Title I schools to be involved in.