Nia Sparacino

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Education

University of South Carolina, Columbia, SC - *Bachelor of Science in Computer Science - Graduation: May 2026*
- Minor in Mathematics and Francophone Studies
- GPA: 4.0, President's List: Fall 2022 - Fall 2024
- Relevant Courses: Data Structures & Algorithms, Computer Networking, Operating Systems, Software Engineering, Nonlinear Optimization

Work Experience

MAY 2025 - AUGUST 2025

Software Engineering Intern - Duck Creek Technologies - Columbia, SC
- Addressed more than 10 individual major web accessibility issues in the flagship TypeScript and Angular product.
- Applied WCAG 2.2 guidelines and regulations, writing documentation and release notes for product features and collaborating across teams with Design and UX SMEs for feedback.
- Interacted and built onto an existing large ASP.NET Core WebAPI project in C# and Microsoft SQL Server on Azure VMs and MongoDB, investigating and debugging issues to implement features for stakeholders.
- Leveraged Github Copilot's AI tooling to automate testing and speed up development.

MAY 2024 - AUGUST 2024

Product Development Intern - Swampfox Technologies - Columbia, SC
- Leveraged Java and JUnit, XML, JSON, and SQL to develop an internal tool improving productivity by reducing a task from multiple weeks to a few days, enabling business expansion.
- Utilized Agile methodology with Jira, applying strong object-oriented design skills and deep knowledge of data structures and algorithms.

Skills

- **Languages:** Rust, C#, Java, JavaScript, HTML/CSS, TypeScript, C/C++, Python, SQL
- **Frameworks:** ASP.NET Core WebAPI, Angular, JUnit, NUnit
- **Operating Systems:** UNIX/Linux systems and CLIs, Windows
- **Other:** Object-Oriented Programming, Git version control, Github CI, Agile development, Azure DevOps

Projects

JULY 2023 - PRESENT

*Interactive Portfolio Website***: niashi24.github.io | Front End Developer**
- Utilized modern HTML and CSS to create an interactive website showcasing various game projects, applying modern web accessibility practices with semantic HTML.

AUGUST 2021 - MAY 2022

SkyShooter **| Research Project on Customization's Effects on Player Enjoyment in Video Games**
Programmer/Game Designer/Principal Investigator
- Used C# and Unity to create a top down plane shooter where you collect upgrades and survive to the end.
- Investigated the relationship between player customization and enjoyment in video games by creating systems to have two versions of the same game, one with customization and one without.
- Utilized Git/GitHub for version control and work across devices.
- Wrote a research paper and created and presented a presentation based on my research.

Leadership

AUGUST 2023 - PRESENT

Garnet Game Developers Club President - UofSC
- Reestablished and led a club dedicated to discussing and taking part in game development.
- Organized a network of people from all aspects of game development (programming, art, music, etc.).
- Weekly meetings on game development news and show-and-tell style presentations of members' games.

Awards

OCTOBER 2024

UofSC Association for Computing Machinery Fall Code-A-Thon 1st Place
- Achieved first place in a competitive programming competition with over twenty competitors using the Rust programming language to solve programming problems related to data structures and algorithms.