

# SUSAN SOUZA

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## EDUCATION

### Bachelor of Science in Computer Science

May 2016

[University of Massachusetts Lowell](#)

GPA: 3.46

*Honors:* Dean's List Fall 2013, Spring 2014, 2015 & 2016; Multiple Scholarships 2014-16

### Bachelor of Fine Arts in Interactive Design and Game Development

November 2011

[Savannah College of Art and Design](#)

GPA: 3.24

*Honors:* Dean's List Winter 2010, Fall 2011; Academic Scholarship, Fall 2007- 2011

**LANGUAGES, LIBRARIES & FRAMEWORKS** Angular Material, AngularJS, C, C++, CSS3, HTML5 Canvas and SVG, HTML5, JavaScript, JSON, MySQL, Python, SQL, Three.js, Twitter Bootstrap, Unit Tests with Karma & Jasmine, XML

**TOOLS & SOFTWARE** Adobe Creative Suite 5, After Effects, Atom, Autodesk Maya, Bower, Git, Grunt, Gulp, Inkscape, IntelliJ IDEA, Microsoft Office Suite, Microsoft Visual Studio, Unity3D, Unreal Engine 3, ZBrush

**EXPOSED TO** Agile development, ES6, JIRA & Confluence, MongoDB, Netbeans, NodeJS, Perl, Scheme, TDD

## PROFESSIONAL EXPERIENCE

### [CLASS, University of Massachusetts Lowell](#)— Lowell, Massachusetts

September 2014- August 2016

*University Peer Tutor, Computer Science, Core Introductory Courses*

- Guided students to a better understanding of concepts from class
- Helped with debugging techniques, C and C++ syntax
- Worked with students to break down problems into manageable chunks

### [Crescendo Content Marketing](#)— Woburn, Massachusetts

July 2015- August 2015

*Engineering Co-op (Intern)*

- Worked in Agile environment to increase unit test coverage across entire project front end by over 10%
- Promoted and maintained code cleanliness and integrity across code-base

### [Percussion Software](#)— Woburn, Massachusetts

May 2015- June 2015

*Engineering Co-op (Intern)*

- Worked to bring skills to professional level and contributed to initial design of an internal administration tool
- Helped train fellow interns in understanding of front-end development and programming skills
- Collaborated with fellow interns on several small, single-page applications for learning purposes

### [University of Massachusetts Lowell](#)— Lowell, Massachusetts

September 2014- December 2014

*Grader, Computer Science*

- Reviewed code for correctness, for errors and against rubric; gave feedback

## PROJECT EXPERIENCE

### [ASL-to-Text](#) (ASL alphabet transcriber using the LeapMotion and Python)

January- May 2016

*Programmer*

- Streamlined sign data collection process from Leap API for datasets used for a machine learning algorithm
- Prevented display of an abundance of pre-emptive matches for improved accuracy
- Set method for inserting whitespace delimiters on natural pauses
- Structured app using MVC design pattern and maintained overall project structure

### [Tiles](#) (Little tile puzzles on my website with HTML5 Canvas)

January 2016

*Programmer/Designer*

- Designed and implemented puzzle game
- Created editor for further puzzle designs

### [Dinner Wizard](#) (Interactive Meal Suggestion Application, AngularJS)

January- May 2015

*Programmer/Designer/UI*

- Designed and implemented front end
- Provided all ingredient and combination data
- Wrote project proposal, status reports and test documents

### [Those Darn Dastardly Dragon Attacks!](#) (Text-based Game in C++)

Summer 2014

*Programmer/Designer*

- Designed and implemented castle defense and management game

## VOLUNTEER EXPERIENCE

### [Windham Nesmith Library](#)—Windham, New Hampshire

July 2006- present

*Library Volunteer, Re-circulation*

- Murray Levin Volunteer of the Year Award received April 2015

### [MSPCA at Nevins Farm](#)— Methuen, Massachusetts

August 2013- May 2015

*Volunteer, Cat Caretaker*

**OTHER SKILLS** Theatrical makeup design, cash register operation, some conversational French