SUSAN SOUZA

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EDUCATION

Candidate for Bachelor of Science in Computer Science   Anticipated May 2016
University of Massachusetts Lowell   GPA: 3.46
  Honors: Dean's List 2013-15; 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-Fall 2011

LANGUAGES, LIBRARIES & FRAMEWORKS   Angular Material, AngularJS, C, C++, CSS3, HTML5 Canvas and SVG, HTML5, JavaScript, JSON, MySQL, 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, Python, Scheme, TDD

PROFESSIONAL EXPERIENCE

University of Massachusetts Lowell— Lowell, Massachusetts   September 2014- present
Peer Tutor, Computer Science, Core Introductory Courses
- Guide students to a better understanding of concepts from class both through additional clarification and use of the Socratic teaching method
- Help with debugging techniques, C and C++ syntax
- Work with students to break down problems into manageable chunks for better understanding

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 with fellow interns
- 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

Dinner Wizard v1.0 (Interactive Meal Suggestion Application, AngularJS)   January- May 2015
Programmer/Designer/UI
- Designed and implemented front end
- Provided all ingredient and combination data
- Created schedule for semester and initiated biweekly status updates
- 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

Sira (First-Person Survival-Puzzler, vertical slice only)   Fall 2011- Spring 2012
FX Artist
- Created various real-time particle effects in UDK as per given specifications from main project team

Codex (2.5D Side-scrolling platformer, Unity3D)   Spring 2011
Writer/Designer/Artist/VFX
- Team used Agile Development with Scrum methods to monitor progress and increase productivity
- Developed paper-burning and other effects in Unity3D, wrote narrative, collaborated on design and mechanics

VOLUNTEER EXPERIENCE

MSPCA at Nevins Farm— Methuen, Massachusetts   August 2013- May 2015
Volunteer, Cat Caretaker

Windham Nesmith Library—Windham, New Hampshire   July 2006- present
Library Volunteer, Re-circulation
- Murray Levin Volunteer of the Year Award received April 2015

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

References available on request