

# 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

## TECHNICAL SKILLS & SOFTWARE

Adobe Creative Suite 5, After Effects, AngularJS, Autodesk Maya, C, C++, CSS3, Git, HTML5, HTML5 Canvas and SVG, JavaScript, JSON, Microsoft Office Suite, Microsoft Visual Studio, TDD, Twitter Bootstrap, Unit Tests with Karma & Jasmine, Unity3D, Unreal Engine 3, ZBrush

## EXPOSED TO

Agile development, Angular Material, Atom, Bower, ES6, Grunt, Gulp, Inkscape, IntelliJ IDEA, JIRA & Confluence, JQuery, MongoDB, MySQL, Netbeans, NodeJS, Perl, Python, Scheme, SQL, Three.js, XML

## 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*