SUSAN SOUZA

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EDUCATION

University of Massachusetts Lowell
B.S. in Computer Science ● May 2016
GPA: 3.46/4.0
Honors: Dean's List Fall 2013, Spring 2014, 2015 & 2016; Multiple Scholarships 2014-16

Savannah College of Art and Design
B.F.A. in Interactive Design and Game Development ● November 2011
GPA: 3.24/4.0
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, jQuery, 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, Node.js, Perl, Scheme, TDD

OTHER SKILLS

Theatrical makeup design, cash register operation, some French

PROFESSIONAL EXPERIENCE

CLASS, University of Massachusetts Lowell   Lowell, Massachusetts
University Peer Tutor, Computer Science   September 2014- August 2016
- Guided students to a better understanding of concepts from class
- Helped with debugging techniques, C and C++ syntax and structured problem solving

Crescendo Content Marketing   Woburn, Massachusetts
Engineering Co-op (Intern)   July 2015- August 2015
- Worked in Agile environment to increase unit test coverage across entire project front end by well over 10%
- Promoted and maintained code cleanliness and integrity across code-base

Percussion Software   Woburn, Massachusetts
Engineering Co-op (Intern)   May 2015- June 2015
- Worked to bring skills to professional level and contributed to initial design of an internal administration tool
- Helped fellow interns gain understanding of web development and programming skills
- Collaborated with fellow interns on several small, single-page applications for learning purposes

University of Massachusetts Lowell   Lowell, Massachusetts
Grader, Computer Science   September 2014- December 2014
- Reviewed code for correctness, for errors and against rubric; gave feedback

PROJECTS

ASL-to-Text   ASL alphabet transcriber using the LeapMotion and Python
Programmer   January- May 2016
- 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
Programmer/Designer   January 2016
- Designed and implemented puzzle game
- Created editor for further puzzle designs

Dinner Wizard   Interactive Meal Suggestion Application, AngularJS
Programmer/Designer/UI   January- May 2015
- 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++
Programmer/Designer   Summer 2014
- Designed and implemented castle defense and management game

VOLUNTEER

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

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

References available on request