

Victoria Weaver

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Objective

To obtain a cooperative education position or internship in the field of Computer Engineering or Computer Science for the summer of 2015.

Education

Rochester Institute of Technology

Fall 2013 - Present

Major/Minor: Computer Engineering/Mathematics

Expected Graduation: May 2017

GPA: 3.29

Experience

Rochester Institute of Technology- Rochester, NY

August 2014 - December 2014

Student Lab Instructor

<http://rit.edu>

Includes work as lab instructor, a tutor, and a grader of assignments for students enrolled in the introductory computer science course sequence.

Rochester Institute of Technology- Rochester, NY

June 2014 - August 2014

Student Developer

<http://rit.edu>

Worked on the development of a high school computer science curriculum focused on accessibility to visually impaired students (Inclusive Exploring Computer Science or IECS). The project focused heavily on the development of a keyboard and screen reader compatible “drag and drop” programming environment based off of the Massachusetts Institute of Technology’s “Scratch” program.

Technical Skills

Software: Java, Python, VHDL, L^AT_EX, Altera Quartus II and ModelSim, ActionScript 3.0, LabVIEW

Hardware: Logic Design (Digital Circuits), Soldering

Personal Projects

LED Table

<http://github.com/VictoriaWeaver>

A table with LEDs connected in a grid and a cover of diffused Plexiglass. The LEDs are connected to an Arduino Uno board and programmed to make a variety of patterns and scroll by row or by column.

Interests and Activities

Broomball (Intramural)

Fall 2013 - Present

- A sport similar to hockey, played on ice without skates.
- Team Captain

CSH (Computer Science House)

<http://csh.rit.edu>

- Freshmen Charity Project Vice President (2013)- “game for charity: water”
 - A night where people could come and play many of their favorite modern and retro games;
 - Raised \$900+ to donate to charity: water.