

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: 3.23

Experience

Rochester Institute of Technology- Rochester, NY August 2014 - Present
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, ActionScript 3.0, L^AT_EX, Altera Quartus II and ModelSim, LabVIEW
Hardware: Soldering, Digital Circuit Design (basic)

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 Team Captain (Intramural) Fall 2013 - Present
A sport similar to hockey, played on ice without skates.

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; included a “Magic: The Gathering” tournament.

Raised \$900+ to donate to charity: water.