Alice N. Quiros

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► Academics

2011 - Dec 2015 **Stony Brook University (SUNY)**
Degree Bachelor's of Engineering
GPA 3.53 - Graduated Cum Laude
Major Computer Engineering
Minors Computer Science, Digital Art & Culture

► Skills

Technologies Unity, .NET, C#, C++, C, Java, AVR-ASM, VHDL, SystemC, P5.JS
Environments MS Visual Studio, Netbeans, Eclipse, MonoDevelop, Git, Subversion, Jira, PSpice,
Multimedia Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Blender, 3D Printers
Additional Fluent in Spanish

► Experience

2015 [April - Oct] **IPVideo Corp**
Role Software Engineering Intern and Scripting Lead
Tasks Managed, archived and refactored legacy source code
Developed extensions to existing software in order to provide custom functionality
Collaborated with other software and sales engineers to create custom solutions

2012 - 2016 **SBU Gamers' Guild**
Positions President (2014 - 2015), Secretary (2013 - 2014), Core Member
Tasks Coordinated with various University organizations to provide public events
Organized and led weekly meetings with members of the organization
Secured sponsorships and monetary funds from third parties

2013 [June - Oct] **Best Buy**
Tasks Provided hands-on training with iOS and Android devices
Assisted customers with the purchase of consumer electronics and accessories

► Projects

Motion-controlled filtering of guitar signal
Coordinated with a team of engineers to design and develop a mixed-signal project
Designed a system for implementing both analog and digital signal filtering
Designed and constructed a working prototype control unit to receive and process both user and sensor input, and control both analog and digital systems

Falling Simulator 2014
Co-developed a 3D game demo using the Unity Game Engine in C#
Implemented a player control system with multiple "powerups"
Implemented management system for stages with audio-visual user feedback
Awarded 3rd place in the 2015 Stony Brook Game Developer Competition

Garbler (Personal Project)
Open-source Java-based library which creates nonsensical words and sentences
Parses and analyzes real-world languages to use as seeds in the generation
Available on Github, version 2.0 currently under construction

References available upon request