Ana Boccanfuso

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EDUCATION

University of South Carolina Honors College | Columbia, SC Expected Graduation December 2023

B.S. - Computer Science, Minor in Data Science *Cumulative GPA: 4.00*

Coursework: Data Structures, Algorithms, Programming Language Structures, Discrete Mathematics, Linear Algebra, Probability and Statistics, Logic Design, Computer Architecture, UNIX/Linux Fundamentals, Software Engineering, Operating Systems, Technical Writing, Visualization Tools, Foundations of Computation, Big Data Analytics

SKILLS & TECHNICAL TOOLS

Languages: Java, Python, C++, HTML, CSS, R, JavaScript
Technologies: Django, React, Jupyter Notebook, Tableau, Visual Studio Code, Eclipse, Git

EXPERIENCE

Software Engineer Intern | Van Robotics *May 2022- Aug 2022*
- Built an API to expand over 100 robotic social behaviors using Python and HTML
- Created local and remote websockets for use in school and home robots to interact with the API
- Upfitted 150 robots with wifi dongles, installed driver, and ran a test script
- Assembled and tested 50 robot kits to refine instruction manual and calibrate each robot

Instructor | Dance Department *Aug 2017- Present*
- Teach 100+ young dancers new skills and technique
- Choreograph dance routines for competition and other performances

Intern | Nephron Pharmaceuticals *Mar 2020 - Aug 2020*
- Managed inventory of clinical laboratory
- Implemented Standard Operating Procedures for chemistry laboratory equipment
- Designed layout for new clinical laboratory

PROJECTS

Internship Application | *Java, Json, SCRUM, design patterns, UML creation, unit testing, Git*
- A terminal-based application that allows students to search for internship listings and create a resume profile.
- Employers create company profiles and post internship opportunities for students.
- Students apply with their resume to internships and leave reviews for companies.

Algorithms | *C++*
- Four projects that execute different algorithms including quicksort, creating a heap using the bottom-up algorithm, Horspool's algorithm, and Floyd's algorithm.
- Effective and efficient implementation from pseudocode.

Design Patterns | *Java, Git*
- Eight mini assignments for various design patterns: adapter, decorator, factory, iterator, observer, singleton, state, and strategy.
- Provided with a driver and UML class diagram, Ihad to "fill in the gaps" to create usable and functioning code.

Client-Server | *C++*
- Three projects implementing client-server communication using various methods: UNIX domain sockets, shared memory, and memory-mapped files.
- Functionality to find a search string in a text file, and the server relays this information back to the client.