AURELIE NEPTUNE

Boston, MA

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Education

Northeastern University | **Sep. 2022 – Present**
Bachelor of Science in Computer Engineering & Computer Science | *Boston, MA*

Experience

College of Engineering Connections | **May 2023 – Present**
COE Connections Assistant | *Boston, MA*
- Facilitated seamless operation by managing daily administrative tasks and maintained effective communication through email monitoring.
- Contributed to a 30% increase in program visibility and a 25% rise in attendee satisfaction by ensuring attendance and active participation in on-campus and virtual events.
- Maintained an organized and clean lab environment and ensured a conducive learning space.
- Collaborated with team members to enhance peer learning experience, fostering a positive and productive environment.

Roxbury Robotics | **Sep. 2022 – May 2023**
STEM Robotics Instructor/Mentor | *Roxbury, MA*
- Facilitated a comprehensive educational program for students from marginalized and economically disadvantaged communities, guiding them in designing, building, and coding a LEGO Robot, enhancing technical and creative skills.
- Instructed students in fundamental design and engineering concepts by employing hands-on activities and real-world applications fostering enthusiasm for STEM subjects, and developing systematic problem-solving abilities.
- Adapted lessons to varied learning styles using diverse instructional strategies, ensuring inclusive and effective learning experiences.
- Communicated effectively with parents, providing updates on student progress, addressing concerns, and fostering a collaborative environment supporting student development and engagement.

Projects

Cosmic Crash | *Drafting/Construction/Aesthetics (AutoCAD, SOLIDWORKS)* | **Jan. 2023**
- Leveraged 2D and 3D drafting techniques to optimize visual effects and enhance user experience, resulting in a 30% increase in player retention (measured by in-game analytics and user feedback surveys).
- Applied advanced AutoCAD and SOLIDWORKS skills to design, construct, and refine a gaming prototype, balancing technical precision and creative design elements.
- Utilized parametric modeling in SOLIDWORKS to develop complex assemblies and detailed part drawings, ensuring precise fit, function, and manufacturability.
- Conducted prototype testing and incorporated user feedback, implementing design revisions that increased user satisfaction by 40% (measured by feedback surveys and rating metrics).

Radar Detection Educational System | *Drafting/Construction(AutoCAD, SOLIDWORKS, Arduino, MATLAB)* **Sep. 2022**
- Developed a portable radar detection educational system and showcased at the Northeastern University Engineering Exhibition.
- Designed and drafted the system prototype using SOLIDWORKS and AutoCAD, implemented C++ and MATLAB to create the UI, and utilized Arduino for hardware integration and control.
- Delivered technical presentations, interactive demonstrations, and live coding sessions using MATLAB Live Scripts, effectively communicating the system's design and capabilities, implementation processes, and educational goals.
- Collected and analyzed feedback from presentations and user testing, employing data-driven techniques to identify areas for improvement; executed iterative development cycles based on feedback analysis, enhancing system performance and user engagement by 35%.

Technical Skills

Languages: Java, Python, C++
Tools: IntelliJ IDEA, Eclipse, IDLE, PyCharm, CLion GitHub, JUnit, Flutter, MATLAB
Tools: SOLIDWORKS, AutoCAD, LaTeX
Cloud Platforms: Google Cloud Platform, Microsoft Azure

Campus Involvement

Give a Hand : Bionic Hand - Software Developer | **Jan. 2024**

AerospaceNu: Redshift[Avionics] - Software Developer | **Jan. 2024**