

# ROBERT TYLER LUPO

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## EDUCATION

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**Northeastern University** – Boston, MA

**Sept 2019 - Present**

*Master of Science in Computer Science* - GPA: 3.7/4.0

**Related Coursework:** Object-Oriented Design, Intensive Foundations of Computer Science, Discrete Mathematics and Data Structures, Algorithms, Intro to Computer Systems, Human Computer Interaction, Foundations of Software Engineering

**Rutgers University** – New Brunswick, NJ

**May 2018**

*Bachelor of Arts in Human Resource Management* - GPA: 4.0/4.0 - Graduated Summa Cum Laude

## TECHNICAL KNOWLEDGE

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**Languages:**    **Proficient:** Python, Java, JavaScript   **Familiar:** C, TypeScript, HTML5/CSS, Shell script, SQL

**Software:**     UNIX, Windows, IntelliJ, VSCode, ServiceNow, IDLE, Vim, PyCharm, GIT, SPSS, Lotus Notes

**Frameworks/Misc:** Node.js, React, XML, Software Development Lifecycle Methodologies (i.e Agile, Scrum, Kanban, Waterfall), Test-Driven Development

## PROJECT EXPERIENCE

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**Northeastern University** – Boston, MA

- Developed an extensible GUI-based Java animator application that supports multiple input formats such as SVG and text-based encoding of animation and allows flexible playback control with one other individual. Led the project design process and incorporated object-oriented design principles, which allowed additional functional components to be easily added.
- Designed and implemented a text-based adventure game in Python applying object-oriented design principles. Performed rigorous unit testing to ensure that all possible scenarios of the game worked as intended.

**Virtual Network-wide ServiceNow and Accenture Graduate Student Hackathon** (*1st place among 12 teams*)

- Led the design and implementation of a ServiceNow application aimed towards centralizing the management of issues in residential student life by creating a one-stop shop for students, residential assistants, and department admins.

## WORK EXPERIENCE

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**Northeastern University, Khoury College of Computer Science** – Boston, MA

**Jan 2020 – Present**

*Graduate Teaching Assistant*

- Provide academic support and instruction to students of the graduate level course, Intensive Foundations of Computer Science in Python.
- Create automated test cases for comprehensive evaluation of student performance on homework and exams.
- Design additional course materials to strengthen student's understanding of Python programming outside of lecture hours.
- Collaborate with supervisors and colleagues to constantly improve course structure by integrating feedback from grading homework and exams.

**Precision System Design** – Basking Ridge, NJ

**Jan 2018 – Aug 2019**

*Technical Recruiter*

- Facilitated end-to-end recruitment for contract, contract-to-hire and permanents requisitions for Fortune 500 clients within the IT industry.
- Created and executed multi-layered sourcing plans that include the utilization of both internal and external sources, which increased applicant processing efficiency by approximately 50%.
- Partnered with the Director of Internal Recruitment to revise the sourcing strategy for recruitment of recent college graduates and experienced recruiters resulting in a more refined talent pool.

## RESEARCH AND ACHIEVEMENTS

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**Independent Research Study – Rutgers University, HRM Department**

Title: *Underrepresentation of Women in the Video Game Industry*

- Performed a yearlong study which focused on the analysis of video game industry trends and culture and explored a variety of different HR solutions to promote inclusiveness for women in the industry.

**Matthew Lewdt Society – Rutgers University**

- Inducted into The Matthew Leydt Society for being in the top 2 percent among 8,500 students who earned degrees from Rutgers-New Brunswick and RBHS during the academic year.