# Bronson Ianno

Pittsburgh, Pa

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### Education

Bachelor of Science:

Computer Science

The Pennsylvania State University – University Park

Aug 2019- Aug 2023

GPA 3.86 Cum Laude

Minors:

Computer Engineering,

Mathematics

### Activities:

PSU Robotics Club 2019- 2021

HackPSU Hackathon organizer 2022- 2023

### Skills:

Python, Java, JavaScript, TypeScript, C, C++, SQL, HTML, CSS, MATLAB, C#

Frameworks/Technologies:   
AWS Cloud, React, Django, .Net WPF, Asp.Net, Flask, Node.js

### Tools:

Figma, SolidWorks, Multisim, Postman, Insomnia

### Coursework:

Wireless Communications and Security

Linux System Programming

Computer Vision

Circuits and Devices

### Certifications:

AWS Cloud Practitioner

Meta Back-End Developer Specialization

Meta Front-End Developer Specialization

### References

Tom Kolb (412) 480-4059

John Choi (412) 448-8018

Todd Joslin

Work Experience:

Software Engineering Intern Carnegie Robotics| Pittsburgh, PA| Jan 2023–Aug 2023

* Collaborated with a development team to assist in design, development, and testing of Robotics Software Applications
* Developed Python scripts to assess camera systems through computer vision testing. Focused on OpenCV image work.
* Joined Robotics and Imaging Integration team to implement feature updates and enhancements to codebase for Robot Camera Payload system.

Automation Engineer IA Motion Products| Murrysville, PA| 1/24 - Current

* Manage distribution of automation products
* Design and develop automation solutions based on customer requirements.
* Work with the development of software for motors and PLCs.

## Volunteer Experience:

Hackathon Organizer-Communications Team | HackPSU | Penn State University

* Responsible for developing and managing communications for HackPSU Hackathon
* Collaborate with sponsors and HackPSU leaders for cooperation.
* Develop Hackathon prompts and score contestant solutions.

PSU Robotics Team Member | Penn State University

* Attend educational and speaker events led by Robotics Team
* Competed in Arduino robotics competitions within club.

## Projects:

Django-Based Restaurant Management System | Personal Study

* Designed and implemented Back-End API using Django to control management of database operations and exposure of RESTful API endpoints.
* Evaluated API using the Insomnia REST client, validating endpoints for performance and accuracy.
* Built in user authentication/registration system and conducted unit testing to ensure reliability and functionality.

Linux-Based OS Concepts - Design and Implementation | University Study

* Designed and implemented core operating system functionalities using C++.
* Applied Paging and Memory Replacement Algorithms to ensure data transfer and integrity.
* Developed a thread scheduler program with different CPU scheduling policies for synchronization of operations between simulated IO devices.
* Implemented File System consisting of pathname resolution, symbolic linking, nested directories, memory allocation of data blocks, and secure handling of name collision.

Restaurant UI/UX Design and Development using React | Personal Study

* Designed user-centric UX/UI design from wireframe to prototype using Figma following industry best practices and standards.
* Built a responsive, multi-page React web application using reusable components to display menu details and handle reservation forms efficiently.
* Ensured reliability and functionality through unit testing with Jest, validating component behavior and user interactions.

## Links

**GitHub:** <https://github.com/bxi23>

**LinkedIn:** [www.linkedin.com/in/bronson-ianno-716213220](http://www.linkedin.com/in/bronson-ianno-716213220)