

# Cassiel Moroney

2150 Birch St  
Palo Alto, CA 94306

650-526-8223

cassiel.moroney@mail.mcgill.ca

www.cassielmoroney.com

 [www.linkedin.com/in/cmoroney](https://www.linkedin.com/in/cmoroney)  
 [sielmm](https://github.com/sielmm)

Education	<p><b>McGill University; Montreal, QC – B.A., Sep 2017 - Present</b></p> <p>B.A. of Computer Science, expected Winter 2020. Transfer student. GPA: 3.65</p>
Programming Tools	<p>Java, JavaScript, Python, C++, Bash, PHP, HTML &amp; CSS</p> <p>jQuery, React, Unity, Git</p>
Experience	<p><b>Developer, Nightline McGill; McGill University, QC – August 2019 - Present</b></p> <p>Working with a team of two other volunteer programmers to develop a web chat app, using React and socket.io, to facilitate conversation between counselors and students in crisis.</p> <p><b>Mentor, BLUE Fellowship, Building 21; McGill University, QC – Sept 2018 - April 2019</b></p> <p>Gave regular guidance to selected BLUE fellows pursuing gamification of climate data and investigation of taste receptors for flavor individualization using EEG data.</p> <p><b>Fellow, BLUE Fellowship, Building 21; McGill University, QC – Summer 2018</b></p> <p>In 6 weeks, with no previous Unity experience, trained a supervised learning algorithm to detect emotion from tone of voice and built a dynamic virtual reality program that responds to users' sentiments.</p> <p><b>Research Assistant, Dep. of Digital Humanities; McGill University, QC – Nov 2017 - Sept 2018</b></p> <p>Worked in JavaScript with Apache Tomcat to develop and improve Voyant Tools, a suite of analytic tools for digital corpuses of literature.</p> <p><b>Research Assistant, Interactive Computing Research Lab; Mt. Holyoke College, MA – Jan - May 2016</b></p> <p>Assisted in research on spoken language processing in human-robot interaction, using Python and NLTK to parse test data.</p> <p><b>Code Coach, The Coder School; Palo Alto, CA – June - Aug 2015</b></p> <p>Instructed over 85 private lessons to children ages 7 through 17 in programming languages and logic. Developed personalized lessons, assessed student progress, and wrote robust feedback reports for guardians.</p>
Achievements & Awards	<p><b>Participant, Global Gam Jam 2019; Concordia University, Montreal – Jan 2019</b></p> <p>Built a functional top-down 2D shooter in GameMaker 2 with inventory and collision systems in 48 hours with one other programmer.</p> <p><b>Presenter, International Association of Empirical Aesthetics Conference; Vienna – Aug 2016</b></p> <p><b>Mentor, Girls In Tech Conference; Mount Holyoke College, MA – Mar 2016</b></p> <p>Led a day group of high school girls through tech workshops, community building exercises, and a pitch presentation.</p> <p><b>HampHack; Hampshire College 2016   HackHolyoke; Mt. Holyoke College 2015</b></p>