



Cassiel Moroney

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Education	<p>McGill University; Montreal, QC – B.A., Sep 2017 - Present B.A. of Computer Science, expected Winter 2020. Transfer student. GPA: 3.65</p>
Programming	Java, JavaScript, Python, C++, MIPS, Bash, PHP, HTML & CSS
Toolkits	jQuery, React, Bootstrap
Languages	Fluent English, fluent Spanish, beginner French
Experience	<p>Developer, Nightline McGill; McGill University, QC – August 2019 - Present Working with a team of two other programmers to develop a web chat app, using React and socket.io, to facilitate conversation between counselors and students in crisis.</p> <p>Mentor, BLUE Fellowship, Building 21; McGill University, QC – Sept 2018 - April 2019 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>Fellow, BLUE Fellowship, Building 21; McGill University, QC – Summer 2018 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>Research Assistant, Dep. of Digital Humanities; McGill University, QC – Nov 2017 - Sept 2018 Worked in JavaScript with Apache Tomcat to develop and improve Voyant Tools, a suite of analytic tools for digital corpuses of literature.</p> <p>Research Assistant, Interactive Computing Research Lab; Mt. Holyoke College, MA – Jan - May 2016 Assisted in research on spoken language processing in human-robot interaction, using Python and NLTK to parse test data.</p> <p>Code Coach, The Coder School; Palo Alto, CA – June-Aug 2015 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>Participant, Global Gam Jam 2019; Concordia University, Montreal – Jan 2019 Built a functional top-down 2D shooter in GameMaker 2 with inventory and collision systems in 48 hours with one other programmer.</p> <p>Presenter, International Association of Empirical Aesthetics Conference; Vienna – Aug 2016 Presented “MuSyC,” a music-color synesthesia emulator built with Arduino.</p> <p>Mentor, Girls In Tech Conference; Mount Holyoke College, MA – Mar 2016 Led a day group of high school girls through tech workshops, community building exercises, and a pitch presentation.</p> <p>“Most Interdisciplinary,” HampHack; Hampshire College, MA – Feb 2016 “Most Beneficial to Society,” HackHolyoke; Mount Holyoke College, MA – Oct 2015</p>
Projects	Full descriptions and demos of projects available at www.cassielmoroney.com .