# CHASE C. VITALE

chasevitale@gmail.com • (551) 500-3933 • [LinkedIn](#) • [Portfolio](#)

## EDUCATION

**New York University**                                                                                           **Expected May 2027**

Bachelor of Arts: Computer Science and Mathematics | Dean's List (All Academic Years)          GPA: 3.84/4.0

Relevant Coursework: Computer Systems Organization, Data Structures, Linear Algebra, Basic Algorithms

## EXPERIENCE

**Eagor Inc.** | New York, NY | Software Engineering Intern                                          **July 2025 - Present**

- Deliver 7+ features per weekly release to demonstrate product viability to early-stage investors
- Manage Firebase backend by building local calendar storage with automatic sync for a more responsive UX
- Develop UI elements like toast notifications with undo functionality, improving experience for 20+ daily users

**NYU High Speed Research Network** | New York, NY | Researcher                          **Jan. 2025 - May 2025**

- Programmed configurable Python benchmarking tools to measure UDP, TCP, and WebSocket performance
- Analyzed data transfer protocols through two benchmarking reports, discovering a TCP data transfer limit of 5,000 bytes and leading to a confirmed fix by the team lead to increase data throughput

**USA Mathematical Talent Search** | New York, NY | Grader                                **Oct. 2024 - Feb. 2025**

- Graded 1,500 proofs for a mathematics competition for U.S. middle and high school students
- Assisted National Security Agency sponsors by working with 10 student graders to lessen federal workload
- Completed four rounds of student solutions to determine top scoring U.S. students

**Lindamood-Bell Learning Processes** | Morristown, New Jersey | Clinician                **May 2024 - Aug. 2024**

- Converted student behavior into decodable data to ensure an effectively designed and dynamic education
- Provided one-on-one support for up to 8 neurodivergent students per shift, adapting lesson plans to meet specific learning needs

## TECHNICAL PROJECTS

**Music Tinder Python Game** | Individual Project                                                              **July 2025**

- Developed a Python application with the Spotify Web API and Pygame to create a Tinder-style playlist maker
- Implemented OAuth authentication, real-time audio streaming, and a dynamic UI based on album artwork
- Built genre classification system processing 3,600+ liked tracks with automated playlist creation functionality

**places2be Mobile Application** | Collaborative Project                                                      **Feb. 2025**

- Developed a working demo of a mobile application over four months to share and review local study spots
- Created 8 front-end pages with JavaScript and React Native to match Figma design outlines
- Integrated the Google Firebase API to ensure secure sign-ins and synchronized reviews across accounts

## LEADERSHIP & COMMUNITY ENGAGEMENT

**Tech@NYU** | New York, NY | Member                                                          **Sept. 2024 - Present**

- Participate in tech industry events and workshops to develop professional network and track industry trends

**Greenwich Undergraduate Advisory Council** | New York, NY | Director of Comms.          **Oct. 2024 - May 2025**

- Led publicity efforts for up to 10 hall council events per month, increasing student engagement and attendance
- Worked with members to efficiently manage $7,000, eliminating waste and investing in building amenities

## TECHNICAL SKILLS

**Languages**: Python, Java, JavaScript, C, Swift

**Frameworks/Tools**: React, React Native, Node.js, Firebase, Pygame, Git

**Other**: LaTeX, HTML/CSS