Diamone Cromer
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Education

Syracuse University   Syracuse, NY
School of Information Studies   August 2023 - Present
Major: Data Analytics **Minor**: Architect   Expected Graduation: May 2027

Experience

Undergraduate Research Fellow   Syracuse, NY
The SOURCE at Syracuse University   June 2025 – Present
- Exploring the intersection of data analytics and architecture through research on predictive energy systems and sustainable building design.
- Investigating how environmental variables (e.g., temperature, humidity, CO_2 levels) affect residential energy usage and grid stability.
- Applying Python, data visualization, and machine learning techniques to analyze environmental data and improve energy efficiency models.
- Contributing to the development of innovative, environmentally responsive building strategies.

GAMING LEARNING CENTER   New York, NY
Game Design Teaching Assistant   June 2024 – August 2024

- Assisted lead instructor in teaching pre-teens coding fundamentals using JavaScript and Scratch.
- Developed and delivered lesson plans on object movement, sound editing, and game design.
- Guided students in creating and customizing games like Flappy Bird and Mario Kart, enhancing their problem-solving skills.
- Provided one-on-one coaching, troubleshooting code issues, and improving students' understanding of programming logic.
- Increased student coding confidence and creativity through the completion of multiple interactive projects.

Leadership and Activities

Park Slope Collegiate - Student Government   Brooklyn, NY
                                                                                                                      October 2022 - June 2023

- Actively participated in activities aimed at strengthening the school community and the well-being of students as a member of the student government.
- Collaborated with classmates and teachers to plan events, fundraisers, and community service activities.
- Coordinated a clothes donation campaign, providing clothing donations to the local bookshop to benefit community residents in need.
- Helped lead successful food fundraisers to generate cash for numerous school projects and initiatives, displaying a dedication to community engagement and charity.

Center for Architecture   New York, NY
                                                                                                                                        2019 - 2022
- Participated in architectural seminars, presentations, activities, and events at the Centre for Architecture.
- Design ideas, urban design, and sustainability were among the architectural topics studied.
- Collaborated with peers and experts to create and present architectural proposals.
- Model-making, sketching, and digital design were among the activities that provided me with practical experience.

Black Girls Code   New York, NY
                                                                                                                                        2019 - 2022
- Participated in coding workshops and programs with Black Girls Code, including themes such as gaming, artificial intelligence (AI), climate technology, and job skills.
- Learned about coding principles and technologies such as HTML and CSS, and got hands-on experience developing robots.
- Collaborated with peers and mentors to create code projects and apps linked to the taught concepts.

Skills & Interests

Technical Skills Programming: Python, JavaScript. Haskell, R
Software/Tools: SketchUp, Adobe Illustrator, Rhino 3D
Language: Basic proficiency in Korean and Spanish.
Interests: Robotics, Drawing, Steelpan instruments, and Badminton
Operating Systems: MAC OS