EMILY LAKIC

SOFTWARE ENGINEER

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I am a senior computer science major at Binghamton University with a strong interest in software development and mathematics. This past summer I interned for NASA at Lockheed Martin as a software engineer. Previously I have worked as a residential computing consultant and a computer science & mathematics instructor. I enjoy being challenged and learning something new with each project I take on. I am highly skilled in C++, C, and Swift, and have an understanding of Java & Python.

EDUCATION

Binghamton University, Bachelor of Science, Computer Science

Activities & Societies: HackBU, ACM, Society of Women Engineers

SKILLS

Languages: C++, C, Swift, Java, Python, Javascript, CSS, HTML, Assembly

Software: Bootstrap, Git, Logisim, Xcode

EXPERIENCE

Software Engineering Intern - Lockheed Martin, *Owego, NY*

Worked as a software lead among an electrical and mechanical lead in a team of three to deliver a project for the New York Space Grant Consortium to help inspire, engage, and educate students in STEM disciplines. Wrote C++ code to explicitly allow synchronous communication between an HC-06 wireless bluetooth module, infrared sensors, and radio frequency transmitters and receivers.

Resident Computer Consultant - Binghamton University, *Binghamton, NY*

Worked with a student-based Computer Repair and IT service run on campus to help fellow students diagnose problems with their technological devices.

Computer Science Instructor - Brain Boost Learning, *Greenwich, CT*

Worked as an instructor at a company that specializes in STEM programs such as math, computers, and robotics for children in elementary school to high school.

Mathematics Instructor - Mathnasium, *Ardsley-Irvington, NY*

Worked with individuals ages 6 to 16 to significantly increase their math skills, understanding of math concepts, and overall school performance, while building their confidence and forging a positive attitude towards mathematics.

PROJECTS

Mission Combat Go - Lockheed Martin & NASA Internship Project **June 2019 - August 2019**

MCG aims to engage students in electrical, mechanical, and software design through the implementation of different sensors electrically wired and communicating with one another through code on a mechanically-built Go-Kart. I used C++ to establish a bluetooth to RF connection to enable two servos to drop a defense mechanism on the Kart with the push of a button on an Android application. A small LCD screen mounted on the Kart continuously updated the number of times an IR connection was made between IR sensors located on the Kart and IR poles set up sporadically around the Kart. Upon establishing a connection, the Kart was programmed to stop for a few seconds, disabling the driver's ability to move. A turret containing a camera mounted atop the Kart fed a live recording of the course on an LCD screen at the ground station, and was controlled by a thumb joystick through an RF transceiver/receiver connection.

ICEE Locator iOS App - BrickHack 3 Hackathon Project **Feb 2017 - Current**

ICEE Locator provides users the ability to find the nearest establishments carrying ICEE's based on their current location. The ICEE Locator was built using Swift, Python and Ruby. The Google Places API was used to create a map displaying all such nearby locations of ICEE's. Won Best Reverse Engineering App.

Hackers vs. Harassment - HackAE Hackathon Project **Nov 2016 - Current**

Hackers vs. Harassment was created in an effort to improve the overpowering societal issue of bullying by collecting data through surveys using Python and presenting it in the form of a website to illustrate the complexity of the problem. We converted data received from the survey using Python, Flask, and JSON to display results in various pie graphs. Won Best Hack Against Harassment.