



EMILY LAKIC

WEB DEVELOPER

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emilylagic.github.io

in @emilylagic

I am a rising sophomore computer science major at Binghamton University with a strong interest in software development and mathematics. I'm currently a math instructor at Mathnasium and a campus ambassador for #HackHarassment. I love hackathons and enjoy working on new projects. I currently know Python and Swift, have an understanding of C and Assembly Language, and am learning Java in my free time.

EDUCATION

Binghamton University, Bachelor of Science, Computer Science

GPA: 3.9, Dean's List **Time Period:** 2016-2020

Activities & Societies: HackBU, ACM, **Additional Courses:** Calculus I, Calculus II, Society of Women Engineers, SpoonU Linear Algebra, Sociology, Slavic Folklore

PROJECTS

Bottle It Up! - HackBU Hackathon Project

Feb 2017 - Current

Bottle It Up! uses the Facebook API to allow users to sign in and send their own 'message in a bottle' as well as receive one, with all messages being stored and executed out of a particular database. It was built using Javascript, Firebase, CSS, Bootstrap, and HTML.

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 using Python and presenting in the form of a website to illustrate the complexity of the problem. Data was collected to make pie charts on the website based on questions asked in our survey. Won Best Hack Against Harassment.

Simulating Game of Craps in Python

Dec 2016 - Current

Worked in a group of 6 to create a Python program that simulates the Craps game. We coded seven classes to implement the game, including RollingDie, ControlPanel, CrapsGame, CrapsTable, Die, DisplayPanel and Craps. My specific part of the project focused on logic and learning GUI.

NYCTreats.github.io

Sep 2016 - Current

Incorporated bootstrap skills to create a website based off of a co-owned business Instagram account, NYCTreats, with over 53,000 followers.

EXPERIENCE

Mathematics Instructor - Mathnasium, Ardsley-Irvington, NY

May 2017 - Current

Instruct individuals from 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.

SKILLS

LANGUAGES: Python, Assembly, Swift, C, Javascript, HTML, CSS

SOFTWARE: Bootstrap, Git, Logisim, Xcode