

# Emma Pines-Schwartz

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## PROJECTS

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### Libft, 42 Silicon Valley, C

- Recreated a library of libc functions.
- Established an understanding of programming fundamentals including variables, functions, memory usage/storage, stack, etc.
- Added custom useful functions.

### ft\_printf, 42 Silicon Valley, C

- Mimic printf function with basic functionality.
- Developed skills in project management and variadic functions.
- Created a study guide for myself and peers to help understand functionality.

### Fruit Slicer, HTML/CSS/jQuery

- Build a fruit slicing game using jQuery.
- Improve skills in event handling and DOM manipulation in addition to a better understanding of Javascript fundamentals.

### File Explorer HTML/CSS/Bootstrap/Node.js

- Assemble a file explorer application using fs, path, http, child\_process and url Node.js modules serving static content.
- Serve media content in chunks using a stream and sort elements by name, size, or date modified.
- Show the path inside a “breadcrumb”.

## SKILLS

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|--------------|--------------|-----------|--------------------|
| • C          | • Bootstrap  | • jQuery  | • git/Github       |
| • HTML5/CSS3 | • Javascript | • Node.js | • Microsoft Office |

## EDUCATION

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42 Silicon Valley, Fremont, CA

July 2020

Northeastern University, Boston, MA

May 2019

Bachelor of Science in Mechanical Engineering

## WORK EXPERIENCE

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SICdrone, Boston, MA

March 2019 – June 2019

*Mechanical Engineer 1*

- Designing and modifying a variety of mechanical drone parts using SolidWorks with DFM in mind.
- Created molds for carbon fiber molding method.
- Responsible for the mechanical development of drone prototypes in a fast-paced, tight-knit, startup environment.

Northeastern University IT Services, Boston, MA

April 2016 – October 2017

*Phone Support Analyst*

- Troubleshoot hardware, operating system, application, and network functionality in person and over the phone on Mac and PC platforms for faculty, staff, and students.
- Identified and resolve access issues related to university role and account permissions.
- Determined and facilitate appropriate ticket escalation to ITS teams or other departments.
- Reviewed incident history for open issues or trends to proactively identify potential customer problems.
- Generated reports to simplify and optimize efficiency of incident tracking and resolution.

Senior Capstone: Video Game Controller for Double Amputee

July 2018 – December 2019

- Identified problem and gathered background information on existing foot operated devices and anthropometrics.
- Developed design requirements based off of clients wants/needs and background research.
- Used SolidWorks to design the shell of the controller using DFM/DFA and created a final controller after several iterations while troubleshooting problems along the way.
- Produced a fully functional final design for client and was awarded the “Most Technically Complete” Award.