

# ELENA SPARACIO

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**Website:** <https://esparacio.github.io/interactive-resume/>

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## Education

**Elon University, *Elon, NC***

February 2017

***Elon College Fellow & Presidential Scholar***

**Major:** Computer Science

**Minor:** English – Creative Writing

**GPA:** 3.6

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## Computer and Technical Skills

**Programming Languages:** Java, C++, Python, Perl, Unix/Linux, C, C#, JavaScript (limited), HTML/CSS, EL, XML, SQL, Swift (limited), LUA

**Experience with:** Agile/Scrum, web development, responsive web design, servlets/JSPs, jQuery, object-oriented programming, databases, JDBC, user interfaces, web architecture concepts, design patterns, debugging, game development, version control, automated testing

**Applications:** Eclipse, GitHub, Openshift, Unity, Apache Tomcat, MySQL, mySQLWorkbench, Processing, Patrice.io, Android Studio, XCode, Netbeans, ClearCase, Code Collaborator, Sublime, Mathematica, Microsoft Office, Expression Web, Photoshop, Social Media Platforms

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## Relevant Work Experience

### Software Engineer

May 2016 – Aug 2016

*ARRIS, Suwanee, GA*

Feb 2017 – Current

- Coded Perl and Unix scripts to automate, optimize, and streamline the command line interface testing of over 4000 commands for the E6000 router
- Programmed product features in C++ using large libraries and a complex codebase
- Collaborated closely with other team members to develop solutions to product defects

### Robotics and Programming Instructor

May 2015– Aug 2015

*Imagine That and Future Tech, Alpharetta, GA*

- Instructed a group of 10-20 children in robotics utilizing EV3 and NXT, and in programming utilizing LUA
- First instructor to complete 3 of the most complicated LEGO Mindstorms builds with students

### Finance Intern

June 2012

*CohnReznick, Roseland, NJ*

- Classified and compiled financial data on a physical and electronic system
- Analyzed financial spreadsheets and documented company expenses

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## Research

### Interaction of Volumetric Cubes and Mobile Applications through Gaming

- Research on exploring the potential of using a tangible interface/volumetric display in 3D mobile application development
- This project explores the design and implementation of software to support games that combine an Android mobile device and an LED cube
- Presented at Consortium for Computing Sciences in Colleges South East Conference 2017

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## Campus and Community Involvement

**English Honor Society, *Elon University***

*Sigma Tau Delta, Xi Omicron Chapter*

**Creative Therapy LLC, *Canton, GA***

*Volunteer*