Elena Sparacio
Senior Software Engineer

🌐 **elenasparacio.com**

RELEVANT EXPERIENCE

Senior Software Engineer   **Feb 2017 - Present**
ARRIS, Suwanee GA
- Promoted to senior engineer after just one year
- Implemented widely used feature sets and commands for our customers
- Expert for the team with regard to our homegrown automated testing system
- Rewrote a highly used program and reduced the runtime from 3 hours to under 3 minutes
- Selected as a board member of RISE (2018), a representative at the Grace Hopper Celebration (2018), and a Site Lead for the internship program (2017**)**

Software Engineering Intern   **May - Aug 2016**
ARRIS, Suwanee GA
- Created automated scripts for the CLI-TEST, a comprehensive test for the command line interface for the E6000 CMTS
- Learned an entirely new system and three new languages over the course of three months
- After this internship, a position was created on the team

TECHNICAL SKILLS

Languages/Frameworks:	Java	Javascript	HTML/CSS
	React.js	Python	C/C++
	Bootstrap	Perl	C#
	SQL	Shell Scripting	Swift

Knowledge:	Agile/Scrum	Web Development	Responsive Design
	MVC pattern	Git / Clearcase	Automated Testing
	Databases	Debugging	Mobile Development
	Code Review	Object-Oriented Prog	Game Development

EDUCATION

Bachelor's Degree in Computer Science   **Aug 2013 - Jan 2017**
Elon University
- Graduated Cum Laude
- Recipient of Elon College Fellowship, Presidential Scholarship, Sigma Tau Delta membership

PROJECTS

Research: Interaction of Volumetric Cubes and Mobile Applications through Gaming   **Aug 2015 - Jan 2017**
- Research on exploring the potential of using a tangible interface/volumetric display in 3D mobile application development
- Presented at Consortium for Computing Sciences in Colleges South East Conference 2016

Personal Website (linked above)   **Jan 2018 - Present**
- Created with HTML, CSS, JavaScript and jQuery
- Integrated with Google Domains, and tracked on Github

H2O Blob Videogame: https://acuteh20blob.wordpress.com/   **Aug 2016 - Jan 2016**
- Created over one semester with Unity, used C# as primary language