

Elena Sparacio

Software Engineer



<https://esparacio.github.io/interactive-portfolio/>



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RELEVANT EXPERIENCE

> Software Engineer

Suwanee, GA

ARRIS

--- Full Time // Feb 2017 – Current

--- Internship // May 2016 – Aug 2016

- Programmed product features for customers such as Comcast, Charter, and Stofa in C++ using large libraries and a complex codebase for major E6000 releases
- Became the team expert for the CLI-TEST: coding Perl and Unix scripts to automate, optimize, and streamline the command line interface testing of over 4000 commands for the E6000 CMTS
- Lead the team's software development phase of code collaboration (CLABs) for the SDN-based E6000 software release, where team-wide collaboration is required for early detection of defects
- Performed several side projects: created a formal code review tool using Code Collaborator, maintained "gtest" – a unique way of compiling our code to improve compile time exponentially, and created our team's Confluence reference pages
- Selected as a Site Lead for the intern program last summer, represented ARRIS at several events, and trained two other engineers on the team

> Robotics and Programming Instructor

Alpharetta, GA

Imagine That and Future Tech

--- May 2015– Aug 2015

- 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

COMPUTER AND TECHNICAL SKILLS

> Programming Languages

Java, C++, Perl, Unix/Linux, Python, 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, Confluence, ClearCase, GitHub, Code Collaborator, Bitbucket, Unity, Apache Tomcat, OpenShift, MySQL/MySQLWorkbench, Processing, Particle.io, Android Studio, XCode, Netbeans, Microsoft Office, Photoshop, Social Media Platforms

EDUCATION

> Elon University

Graduated Jan 2017

> Honors and Scholarship

Elon College Fellowship,
Presidential Scholarship,
Member of Sigma Tau Delta

> Major

Computer Science

> Minor

English – Creative Writing

> GPA 3.6

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 2016

INTERESTS

In my spare time, I ride horses, write novels, run 5Ks, and box.