Elena Sparacio
Software Engineer

🌐 https://esparacio.github.io/interactive-portfolio/

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RELEVANT EXPERIENCE

Software Engineer, *ARRIS*   *Suwanee, GA*
Feb 2017 – Current

- Programmed product features in C++ using large libraries and a complex codebase for major E6000 releases
- Expert for the CLI-TEST: coding scripts to automate, optimize, and streamline the CLI testing of over 4000 commands for the E6000 CMTS
- Lead the team's software development phase of code collaboration (CLABs), where team-wide collaboration is required for early detection of defects
- Performed quality analysis of CLI Tests using the E6000 chassis and E6000 simulator to diagnose and uncover critical issues
- Created a formal code review tool using Code Collaborator, maintained "gtest", 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

Software Engineering Intern, *ARRIS*   *Suwanee, GA*
May 2016 – Aug 2016

- Created automation scripts for the CLI-TEST, a comprehensive test for the command line interface for the E6000 CMTS
- Collaborated closely with team members to identify, solve, and close product defects

Programming Instructor, *Imagine That*   *Alpharetta, GA*
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 (Angular/React), HTML/CSS, EL, XML, SQL, Swift, LUA

Knowledge:
Agile/Scrum, GIT, 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, InDesign, 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   3.7

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 and read novels
- Run 5ks
- Box