

Fabiana Fazio

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Salt Lake City, UT – Relocating Summer 2026

LinkedIn: [linkedin.com/in/fabiana-fazio](https://www.linkedin.com/in/fabiana-fazio) | Portfolio: www.fabiana-fazio.com

SUMMARY: Results-driven Computational Science engineering graduate with hands-on experience in software development, automation, and systems problem solving. Proficient in object-oriented programming and building scalable, data-driven applications. Experienced in integrating machine learning and simulation technologies into functional software systems within fast-paced engineering environments.

EDUCATION

Kean University

Union, NJ

B.S. in Computational Science and Engineering | Minor: Mathematics | GPA: 3.823/4.000 | Expected Graduation: May 2026

Relevant Coursework: Calculus I/II/III, Computer Programming, Linear Algebra I/II, Discrete Structures, Physics I/II, Data Structures, Statistics, Differential Equations, High Performing Computing, Software Engineering.

PROFESSIONAL EXPERIENCE

Uniform Creations

Elizabeth, NJ

Operations & Data Entry Specialist

June 2023 – August 2024

- Supported automated logistics and verification workflows for 80+ daily orders using Nintec RPA systems, ensuring data accuracy and operational reliability.
- Designed custom embroidery layouts for 500+ client names monthly using Tajima and Wilcom Software, supporting prestigious institutions including universities, corporations, law enforcement departments, and medical facilities across the United States.

Society for Industrial and Applied Mathematics (SIAM)

Indianola, IA

Data Scientist Intern

June 2024 – July 2024

- Developed and implemented Python scripts and automated validation tools to test patterns and integrity in augmented datasets.
- Contributed 50+ hours weekly to repeatable data processing workflows and contributed to cross-disciplinary research projects across multiple real-world domains.

RESEARCH EXPERIENCE

Kean University

Union, NJ

Undergraduate Researcher in Advanced 3D Data Visualization

September 2023 – Present

- Engineered VR-based data visualization software using Blender and Unity to support research in biology and environmental science, including simulations of pollen grains and urban flooding.
- Developed interactive 3D components and tools to enable real-time data exploration within faculty-led research platforms enhancing research accuracy and engagement across STEM fields.

TECHNICAL SKILLS

Programming Languages: Java, Python, C#, C++, C, JavaScript, R, SQL, Bash.

Framework & Tools: Unity, React, Node.js, NumPy, Firebase, Blender, GitHub, Linux, LaTeX.

Concepts: Object-Oriented Programming, Deep Learning, 3D Modeling, Data Augmentation, Data Visualization, Machine Learning, Automation, RESTful APIs, Debugging, Simulation Systems, Scripting, Computational Modeling, Algorithms.

Soft Skills: Team Collaboration, Detail-Oriented, Analytical Thinker, Rapid Learner, Bilingual (English & Spanish).

Certificates: CITI program, Responsible Conduct of Research, ID: 12114301.