

# Justin Martinelli

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## EDUCATION

University of Massachusetts Amherst  
B.S. Computer Science, Cumulative GPA: 3.156  
Expected Graduation date: May 2018

## TECHNICAL SKILLS

- Languages: Java, Ruby, C, HTML/CSS, Arduino C
- IDEs: Eclipse, JGrasp, IntelliJ
- Operating Systems: Windows, Unix
- 3D Modeling: Proficient in AutoCAD
- Bilingual Spanish/English speaker

**Relevant completed coursework:** Introduction to Problem Solving with Computers, Programming with Data Structures. Programming Methodology, Introduction to Computation

**Currently enrolled coursework:** Computer Systems Principles, Reasoning About Uncertainty

## PROJECTS

### **GeoNotes, HampHack**

**Spring 2016**

- Worked in a team to create a prototype application using Android Studio that will receive a message from the user and save it to the location at which the message was put in
- Integrated location based services using Google Maps API to display coordinates
- Tested the app on several Android devices

### **Smart Grenade Launcher, HackUMASS III**

**Fall 2015**

- Worked in a team of three to program a simulated grenade to "detonate" in different modes, such as impact, time or distance using an IMU and an Arduino.
- Gained experience with embedded systems design using the Arduino programming environment
- Wrote program to display numbers on LED display by reading voltage received from potentiometer to set time or distance for simulated grenade to detonate

### **Programming Methodology [CS220]**

**Fall 2015**

- Demonstrated understanding in the application and use of thunks in order to implement lazy functional methods using Scala
- Showed an understanding of the lazy form of foldRight by using it to implement several higher-order lazy functional methods for the Stream data type
- Wrote out a trace for functional methods to demonstrate a true understanding of how lazy functional methods of the Stream class execute

### **Hanoi, Programming with Data Structures [CS187]**

**Spring 2015**

- Modeled Towers of Hanoi game and its solution using data structures and abstractions such as stacks and lists in Java

## LEADERSHIP / EXTRACURRICULAR

### **CodeNow, Manhattan, NY**

**May 2014-July 2014**

- Learned to code with the language Ruby by writing simple programs in groups

### **Bridges to Computing Program at Brooklyn College, NY**

**July 2013**

- Created a game using the program Scratch
- Learned how to build a website utilizing XHTML and CSS

### **STEM Ambassadors Program Mentor, Kelly Elementary, Holyoke, MA**

**September 2014 – May 2014**

- Lead and guide middle school students using effective communication skills through simple science experiments and aid students in completion of homework.
- Raised interest and improve knowledge and skills of at-risk youth by engaging them in fun interactive learning