LEANNE ALSATIE

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Indianapolis, IN

Objective: Interested in software engineering with a focus on developing security-oriented software. Seeking an internship position for Summer 2025 with the possibility of transitioning to part-time in the Fall.

PROJECTS

- **All Tied Up!: A collaborative research-based video game** *Fall 2022 - Fall 2023*
  Tools: Unity, C#, Gimp
- **Personal Shell Project: A bash-like shell program** *Spring 2024*
  Tools: C, C++, Yacc, Lex
- **Memo: An educational app that provides users with many useful study tools** *Spring 2023*
  Tools: Xcode, Swift [ ]
- **Flow Cytometry Graphing Tool: A web app that visualizes rapidly produced data points in real-time** *Summer 2024*
  Tools: .NET Blazor, Visual Studio, C#, Javascript (d3js)
- **Software Testing Fuzzer: A command-line fuzzer for detecting bugs in executables** *Spring 2024*
  Tools: Python, Bash, C#

EXPERIENCE

- **The RND Group [ ]** *Summer 2024*
  Software Engineering Intern Indianapolis, IN
  - Joined a software development team working on a medical instrument for use by veterinarian labs
  - Implemented UI features using .NET Blazor
  - Implemented database functionalities using a MySQL database and C#
  - Prototyped a graphing utility in .NET for rapidly building visual representations of flow cytometry data
- **Teamwork Level-Up Research Project** *Fall 2022-ongoing*
  Undergraduate Research Assistant West Lafayette, IN
  - Developing collaborative video games using the Unity game engine and C#
  - Conducting preliminary research to inform game mechanics and a teamwork heuristic
  - Held focus groups to test the effectiveness games at teaching teamwork skills
  - Presented at the National Collegiate Honors Council Conference in Fall 2023

EDUCATION

- **Purdue University** *Fall 2022-ongoing*
  Computer Science Major, Mathematics Minor West Lafayette, IN
  - Tracks: Software Engineering, Security
  - GPA: 3.50/4.00
  - Member of John Martinson Honors College
  - Coursework:
    1. Problem Solving and Object Oriented Programming
    2. Programming in C
    3. Foundations of Computer Science
    4. iOS Development in Swift
    5. Computer Architecture
    6. Data Structures and Algorithms
    7. Systems Programming
    8. Software Testing
    9. Introduction To The Analysis Of Algorithms
    10. Software Engineering I

CERTIFICATIONS

- **GIAC Foundational Cybersecurity Technologies (GFACT) Certified** *2022*

SKILLS

- **Programming Languages:** C, Java, Python, C#, C++, Swift, GDScript (Godot), Lua, HTML & CSS, Javascript, Razor
- **Cybersecurity Tools:** Ghidra, Wireshark, Autopsy, Kali Linux
- **Development Software:** Unity, Godot, Visual Studio
- **Operating Systems:** Linux (WSL & Native), Windows, MacOS
- **Languages:** English, Arabic, French

HONORS AND AWARDS

- **National Merit Scholar** *2022*
  National Merit Scholarship Corporation
  - top 0.5% scorer on PSAT and SAT among Indiana high school students
- **Dean's List** *Fall 2022-ongoing*
  Purdue University College of Science
- **Undergraduate Research and Creative Endeavors Pillar Awardee** *Spring 2023*
  Purdue University John Martinson Honors College
- **National Cyber Scholar** *2022*
  National Cyber Scholarship Foundation