MARIA-LIA PASSAGLIA

liapassaglia@gmail.com | https://liapassaglia.github.io | C++, C, Java, JavaScript, Python

INTERESTS

App development, full-stack web development, frontend development, machine learning, project management, UX/UI design.

EDUCATION

Bachelor of Science in Computer Engineering May 2022
University of Florida, Gainesville, FL
Minor: Business Administration
GPA: 3.81/4.00
Relevant Coursework:

- Circuits 1
- Data Structures
- Digital Design
- Digital Logic and Computer Systems
- Discrete Structures
- Linear Algebra
- Microprocessor Applications
- Intro to Computer Organization
- Programming Fundamentals I and II

SKILLS

Programming Languages: C++, C, CSS, HTML, Java, JavaScript, Python,
Frameworks & Tools: Atmel Studios, Bootstrap, GitHub/GitLab, Intel Quartus, LTspice, Photoshop, React/React Native, Waveforms
Certifications: Certified Internet Web (CIW) Professional Business Associate
Foreign Language: Spanish (Conversational)

LEADERSHIP & EXPERIENCE

Graduate/Corporate Liaison
Women in Electrical and Computer Engineering, Gainesville, FL August 2020-Current

Tech Lead Officer December 2020-Current
Software Engineering Club, Gainesville, FL

- Collaborated with fellow officers to plan and host weekly CodeCollab sessions for members to learn more about interesting programming topics.
- Part of the team in charge of the ongoing development of the mobile application, Clubfinity.
- Helped organize and supervise *CodeForChange,* a 12-hour hackathon focused on redesigning a website for a local homeless shelter.

Enrollment Advisor December 2019-Current
First Step Coding, San Francisco, CA (remote)

- Provided prospective and new students with information about our course program covering JavaScript, HTML, and CSS.
- Helped students complete and navigate registration processes.
- Communicated details about available classes, materials, and services.

Assistive Device Team Member December 2018-Current
Generational Relief in Prosthetics Club, Gainesville, FL

- Worked among a team, consisting of members from a variety of different engineering disciplines, to design, develop, and construct a 3D-printed assistive device.
- Served as a volunteer at Hand Camp to help organize and monitor the distribution of our club's prosthetics to the campers.

NOTABLE PROJECTS

Clubfinity; Mobile App, React Native, Express JS, MongoDB
A cross-platform mobile app designed to provide UF student organizations a platform to manage, promote, and connect students to their events on campus. I redesigned the user profile screen to enhance user experience and dynamically render information from a global user object.

Inventory System; C++
Created the most simplified version (MVP) of an inventory system. Implemented AVL tree and Map data structures from scratch to handle all the system's data and compare execution times for large data sets (100,000+).

Minesweeper; Video Game, C++
Strengthened my knowledge of object-oriented programming and learned how to use frameworks and libraries such as SFML's graphics library in recreating this classic game.

PageRank; C++
Implemented a simplified version of Google's original PageRank algorithm using an Adjacency List representation to rank different webpages.

Personal Website; CSS, HTML, JavaScript
I used my self-taught knowledge of web design and development to create a personal website that showcases my projects and skills. I also learned how to work with Bootstrap to make the website responsive across devices.