Madeline Whitton

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Objective

To obtain a position focused on software engineering to utilize my knowledge and skills in computer programming

Education

Florida State University Anticipated Graduation May 2025
Bachelor of Science in Computer Science *Current GPA: 3.86*

President's List Recipient, Dean's List Recipient

Professional Experience

Neurotone AI | *Software Engineer Intern* May 2024 - August 2024
- Built a full-stack iPhone application using React.js and AVFoundation, designed to assist patients with fast-acting tinnitus relief.
- Mastered Expo Go for quick and efficient app development, streamlining the deployment process.
- Utilized Linear for agile project management, effectively tracking progress and actively participating in daily stand-ups.

Terran Orbital | *Software Engineer Intern* May 2023 - August 2023
- Built a graphical user interface using Qt Widgets/C++ that uses previously developed software to send/receive commands to/from the satellite payload.
- Developed unit tests using GoogleTest and GoogleMock frameworks for various software components.
- Utilized LaTeX to slim down and improve documentation for all software components involved in a developing satellite.

NASA, Florida State University | *Data Science Intern* January 2023 - April 2023
- Studied the physiological effects of deep space radiation, lunar, and martian gravity.
- Utilized python to study the functionality of the cardiovascular and lymphatic system under different frequencies of gravity and radiation in small rodents.

Florida State University | *Learning Assistant* January 2022 - Present
- Demonstrated mastery of topics to ensure student success.
- Assisted students in learning object oriented programming and advanced mathematics revolving around trigonometry.

Projects

Canvas | *C# Full Stack Development* May 2023 – Present
- Developed a full-stack web application that simulated the commonly used course management system
- Designed an intuitive and responsive user interface (UI) with XAML, ensuring a user-friendly experience and seamless interaction
- Developed server-side logic in C# to handle canvas data storage and real-time collaboration.

Physics Calculator | *C++* October 2022
- Created an algorithm that calculates the position, speed, and acceleration of an object being dropped from a given height.
- Demonstrated proficiency in Calculus and Object Oriented Programming knowledge.

Skills

Languages: C++, JavaScript, HTML, C#, Python, LaTeX
Tools: Git/GitHub, Unix Shell, VS Code, Visual Studio, Blender, React.js, Expo Go