Matthew A. Cucuzza

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OBJECTIVE: To develop a career as a software engineer with a company that values intuitive user experience and will provide opportunities to learn through challenging projects as both the company and the technology field evolve.

EDUCATION:

Quinnipiac University   **Hamden, CT**
Bachelor of Science in Engineering in Software Engineering   Expected Graduation: May 2017
      Cumulative GPA: 3.10 / 4.00

Relevant Coursework: Programming & Problem Solving, Algorithm Design & Analysis, Data Structure & Abstraction, Intro to Software Development, Software Engineering Design/Development, Engineering Economics, Software Design & Architecture, Software Requirements Analysis, Intro to Discrete Math, Cryptography, Engineering Professional Development, Software Quality Testing, Human-Computer Interaction, Software Project Management, Theory of Computation, Database Systems

TECHNICAL SKILLS

Programming: Java, HTML, CSS, JavaScript, Python, SQL, Scala, R
Applications: Eclipse, GitHub, Adobe Photoshop, Festo Didactic Robotics, phpMyAdmin
Operating Systems: Mac OS X, Windows, Linux
Development Methodologies: Agile/Scrum

RELEVANT EXPERIENCE

Quinnipiac University School of Engineering: **Hamden, CT**
Internship   *September 2016 – present*
 • Pioneered the study of a Festo robotic factory arm at Quinnipiac; wrote documentation instructing how the machine operates.
 • Programmed simulations using Festo Didactic Robotics software to make the arm perform various sorting methods.

Grecian Pools International: **Staten Island, NY**
Field Technician   *March 2015 – August 2016*
 • Performed pool openings, cleanings and equipment repairs on a weekly basis.
 • Personally put together an efficient schedule for 2 crews to visit 110 houses on a weekly basis.

Sales Associate   *May 2013 – March 2015*
 • Sold merchandise in store to customers.
 • Organized inventory, handled weekly deliveries, and ran daily water tests to balance the chemicals in customer's pool water.

PROJECTS

Workflow Management System   *September 2016 – Present*
 A web-based versatile workflow engine where the backend processes states and tasks using a deterministic finite automata. Currently being developed using Meteor's Javascript framework.

QU Software Engineering Website   *March 2016*
 A website developed using Bootstrap, which shows potential Quinnipiac students what software engineering is like at Quinnipiac.

Archer Faceoff   *September 2014 – December 2014*
 A Java based game allowing two users to fight against one another using bows and arrows. This game was enhanced using a scrum cycle. Personally served as scrum master making sure that all tasks were updated in the work plan, and code was committed to Git.

AFFILIATIONS

Quinnipiac University Engineering Student Organization, Vice President   *May 2016 – Present*
 • Aid president in planning events, running meetings.

Quinnipiac University Engineering Student Organization, Treasurer   *September 2015 – May 2016*
 • Organized the club's budget for the fall of 2015 and spring of 2016.

Pi Kappa Phi Fraternity, Senior Recruitment Advisor   *May 2016 – September 2016*
 • Applied 2 years of recruitment experience to advise the recruitment committee with planning events.

Pi Kappa Phi Fraternity, Social Media Chairman   *May 2014 – May 2016*
 • Designed posters using Adobe Photoshop and posted them on social media accounts.

Pi Kappa Phi Fraternity, Member Education Chairman   *January 2015 – December 2015*
 • Responsible for educating active brothers about our fraternity's values, and as gentlemen of the Quinnipiac community.

Quinnipiac Computing Club, General Member   *January 2015 – Present*
 • Placed in the runner up spot at Quinnipiac's Spring 2016 and Fall 2016 Hackathons.