

Matthew Cucuzza

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

EDUCATION:

Quinnipiac University

Bachelor of Science in Engineering in Software Engineering

Hamden, CT

Expected Graduation: May 2017

Relevant Coursework: Programming & Problem Solving, Algorithm Design & Analysis, Data Structure & Abstraction, Introduction to Software Development, Software Engineering Design/Development, Engineering Economics, Software Design & Architecture, Software Requirements Analysis, Calculus of a Single Variable I, Calculus of a Single Variable II, Introduction to Discrete Mathematics, Cryptography, Engineering Professional Development, Software Quality Testing, Software Engineering Approaches to Human Computer Interaction

TECHNICAL SKILLS

Programming: Java, Scala, R, HTML, CSS, JavaScript

Applications: Eclipse, Microsoft Office Suite, GitHub, Adobe Photoshop

Operating Systems: Windows, Mac OS X, Linux

Technical Support: Virtual Machines, Remote Desktop

WORK EXPERIENCE

Grecian Pools International:

Field Technician

Staten Island, NY

March 2015 - present

- Performed cleanings and equipment repairs on a weekly basis

Water Analyst

August 2013 – March 2015

- Analyzed water test results and communicated results to customers
- Balanced and maintained the chemicals in customers' pool water

Sales Associate

May 2013 – August 2013

- Sold merchandise in store to customers
- Managed an Amazon account and distributed products both nationally and internationally
- Organized inventory and transferred updated stock numbers to an electronic database

PROJECTS

Java-Twitter

September 2015 – December 2015

A Java based application that allows users to retrieve data such as favorites, followers and most recent tweet on any existing Twitter account. Twitter-Java utilizes the official Twitter API along with JSON to interact with the Java application.

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. I personally served as scrum master, managing our four-person team making all tasks were complete by the end of the cycle.

Duck or Llama Game

March 2015

A Java recreation of the popular phone game allowing the user to quickly choose whether the picture displayed is of a duck or a llama.

AFFILIATIONS

Quinnipiac University Engineering Student Organization, Treasurer

September 2015 - Present

- Organized the club's budget for the fall of 2015 and spring of 2016
- Worked alongside other executive board members to plan future events

Pi Kappa Phi Fraternity, Social Media Chairman

May 2014 – Present

- Served on the recruitment team executive board helping bring in 4 semesters of new members
- Designed posters for each semester using Photoshop
- Advertised recruitment events on social media accounts

Pi Kappa Phi Fraternity, Member Education Chairman

January 2015 – December 2015

- Responsible for educating the active brothers about our values
- Organized an etiquette dinner, teaching brothers how to be gentlemen in a formal environment

Quinnipiac Computing Club, General Member

January 2015 – Present