(847) 287-6910 Morton Grove, IL mercedes.sandu@u.northwestern.edu

Mercedes Sandu

Software Engineer

Portfolio: mercedessandu.com github.com/mercedes-sandu linkedin.com/in/mercedes-sandu

Creative and motivated software, web, and game developer seeking to apply knowledge from startup experience toward a dynamic and detail-oriented full-stack position.

EDUCATION

Master of Science, Northwestern University

Computer Science, Thesis Track

Bachelor of Arts, *Northwestern University*

September 2020 — June 2024

Mathematics and Computer Science Double Major, Chemistry Minor, GPA 3.86

High School Diploma Niles North High School

August 2016 — May 2020

March 2022 — June 2024

GPA 4.75 SKILLS

Abbott

Tools and Languages Quantitative Research Communication

C#, Unity, Java, Python, HTML, CSS, TypeScript, React, Figma, ŁTFX, Blender, Git, Discord API, Jira

Proof Writing, Discrete Geometry, Artificial Intelligence, Logic, Mathematica, MatLab

English, Romanian, Spanish

TECHNICAL EXPERIENCE

FRONTEND DEVELOPMENT IT INTERN / KNOWme

June 2023 — Present

Chicago, Illinois

- Designed and implemented components for React webapp using TypeScript, HTML, and CSS
- Updated webapp components to be accessible with AA-standard colors, tabbed navigation focus states, and accessibility labels
- Completed tasks in an agile sprint-based workflow
- · Redesigned and implemented PowerBI dashboards and PowerApps using Figma for intern showcase project

SOFTWARE ENGINEER / INTERVALLIC, SONGLYBOT

June 2022 — Present

Overture Games Chicago, Illinois

- Engineered and implemented primary game mechanics, including player movement, level progression, and accuracy detection using Unity and C#
- · Delegated relevant tasks to team members with differentiated experience and roles
- · Developed systems for Midi instrument, computer keyboard, and touchscreen input
- Built data structures to represent musical concepts such as key signatures, intervals, chromatic movement, and scales
- · Conceptualized and programmed visual aesthetic and design for UI/UX and frontend development of Intervallic game

GRADUATE RESEARCHER / ARTIFICIAL INTELLIGENCE & NARRATIVE RESEARCH

March 2022 — Present

Northwestern University Computer Science Department

Evanston, Illinois

- Studied and documented the uses of propositional and formal logic in generative software and game artificial intelligence
- Analyzed Dr. Ian Horswill's experimental generative language, Imaginarium, with the intent to expand its logical implications
- · Experimented with Imaginarium project and extended Imaginarium codebase to discover its technical and logical shortcomings and planned improvements
- Designed, implemented, and tested a constraint-based SAT solver for constraints imposed on randomly generated graphs

UNDERGRADUATE RESEARCHER / DISCRETE GEOMETRY RESEARCH

January 2021 — June 2023

Northwestern University Mathematics Department

Evanston, Illinois

- Studied the previous work of Dr. Shuyi Weng and Dr. Laura DeMarco on the folding of two-dimensional polygons into three-dimensional shapes
- · Conducted case studies on different shapes and used findings and implemented code to write formal proofs
- Wrote a formal mathematics academic paper discussing main findings of research on polygons and three-dimensional shapes and published in *Involve Journal*
- · Presented research findings to hundreds of educated enthusiasts

AWARDS, PRESENTATIONS, & PUBLICATIONS

Closed cap condition under the cap construction algorithm, Involve Journal

Joint Mathematics Meetings Undergraduate Oral Presentation

Financial Award for The Garage Jumpstart Competition Finalist

Summer Undergraduate Research Grant

June 2023

January 2023

August 2022

Summer 2022

Undergraduate Research Exposition and Northwestern Undergraduate Mathematical Society Presentations

May 2021