Amelia (Mia) Silver

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EDUCATION:

University of South Carolina | Honors College *Columbia, SC*
Bachelor of Science in Computer Science | *Minor in Media Art* **August 2021 - May 2025**
Honors: Academic Scholar Award, Honors College Grant, McNair Junior Fellows Program, Phi Beta Kappa, Summa Cum Laude

Relevant Coursework: Data Structures and Algorithms, Software Engineering, Operating Systems, Database Systems, Visualizations, Game Development

SKILLS:

- **Programming Languages:** Java, C++, C#, Python, SQL
- **Web Technologies and Frameworks:** HTML, CSS, JavaScript, React
- **Databases and Developer Tools:** MongoDB, MySQL, Git, Github, Linux, Android Studio, Unity

PROJECTS:

CSD Structural Engineers Report Taking App **August 2024 - May 2025**
- Design and developed a full-stack tablet app to expedite CSD Structural Engineers' report-taking process.
- Main features include adding, deleting, and modifying report values, dynamically populating dropdowns and autofill text input based on previous selections, upload and export capability of the database, and storing the locations of issues on blueprints.
- **Technologies Used:** MySQL, Python, Expo, React, React Native, Android Studio, Figma

Marina's Sorcery Service Game | miasilv.itch.io/marinas-sorcery-service **August - December 2024**
- Led the development of a 2D role-playing game from concept to completion, which included managing a small team of two artists, providing technical guidance and ensuring seamless integration of assets.
- Solely responsible for all aspects of game programming, including character movement, story progression, a potion-crafting system, a dynamic inventory system, and a quest system.
- **Technologies Used:** Unity, C#, Git

WORK EXPERIENCE:

University of South Carolina Makerspace *Columbia, SC*
Makerstaff Lead **August 2021 – May 2025**
- Trained 50+ members on aspects of 3D printing, circuitry, laser cutting, sewing machines, audio/visual equipment, and power tools, resulting in a 20% increase in equipment utilization.
- Oversaw daily operations of a makerspace which included managing equipment maintenance, training and supervising 6 student workers, and ensuring a safe and productive environment.
- Spearheaded weekly meetings where to plan workshops and community-building events, resulting in 15% increase in member attendance and engagement.

Girls Who Code *Virtual*
Teaching Assistant **Summer 2024, 2025**
- Developed and delivered beginner coding lessons in web development and community-building activities to 50-60 students in an online classroom environment in which 95% of students completed the program.
- Provided personalized support to 12 students by checking in with them daily and grading their work.
- Held daily office hours to debug students' projects and re-explain any confusing topics.

HI3 Tech Lab *Columbia, SC*
Undergraduate Research Assistant **January 2023 – January 2024**
- Conducted 45 usability tests with users on an Adaptive Learning Rubik's Cube web-based platform to collect qualitative data and improve engagement and retention.
- Developed further gamification and UI features based on results to make the Rubik's Cube platform more engaging, innovative, and human centered.
- Researched leading mixed reality papers and honed skills in XR development using Unity with the goal to make immersive learning experiences.