

Monica Sproul

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EDUCATION

UNIVERSITY OF ARIZONA, Tucson, Arizona

Bachelor of Science in Computer Science and Minor in Mathematics, Graduated December 15th, 2017

EXPERIENCE & LEADERSHIP

THETA TAU PROFESSIONAL ENGINEERING FRATERNITY (Spring 2015 – Fall 2017)

- Executive Council President, Recruitment Chair, Spring Fling Chair, New Member Educator, Executive Council Secretary

HACK-ARIZONA TEAM MEMBER (Spring 2017, 2018)

- Hack-AZ Media Team Member. My job was to Co-Host the Live Stream of the event, discuss projects with the developers, speak with companies, and get everyone excited and keep them motivated during the 36-hour coding challenge.

MATHEMATICS TUTOR (Fall 2014 – Spring 2016)

- Pre-Calculus to Vector Calculus
- Created detailed lesson plans that were tailored to the student's individual progress

RELEVANT WORK

INDEPENDENT STUDY: DIGITAL HUMANITIES LAB PROJECT – VIRTUAL HARLEM (Fall 2017)

- 3D Modeling with Maya, Game Programming with Unity3D, Game design/ "Gamification" of Virtual Harlem, Character Creating and Photo-To-Face avatar creation with Reallusion Pipeline, Clothing modeling with Marvelous Designer

ARIZONA HACKATHON PARTICIPANT

- Developed a health application for the apple watch using Xcode and Swift, which focused on keeping a student's diet balanced while on a budget. (Spring 2016)
- Created a bartender skill for Alexa which broke down recipes for the user and created new ones based on the users input. Won MLH most popular vote. (Spring 2017)

COMPUTER GRAPHICS UNITY3D PROJECT: POLYNAUT (Spring 2017)

- Worked on a team of three to design and develop Polynaut, a game where a player is expected to enter multiple universes to obtain keys to unlock the end of the game. My task was to design and model an Atlantis scene in a non-realistic art style.

OBJECT ORIENTED PROGRAM DESIGN (Fall 2015)

- Adapted the board game Risk into a computer game in Java. Focused on design and implementation of the Java GUI and managed the events driven from button calls.

SKILLS

Java, C, Eclipse, JUnit, Object Oriented Programming, Unix Commands, Maya, Unity, Marvelous Designer, Reallusion, Photoshop, Calculus (I, II, III), Linear Algebra, Program Management, Common Sorting Algorithms, SQL, OpenGL, YACC & LEX