# Deanna Turner

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## Education

**Northeastern University** Boston, MA
**Khoury College of Computer Sciences**
*Master of Science in Computer Science* Expected May 2026
*B.S. in Computer Science and Music Technology, magna cum laude* May 2025
**Honors/Awards:** Dean's Scholarship, Dean's List (7/8 semesters)
**Relevant Coursework:** Graduate: Fundamentals of Cloud Computing, Mobile Application Development, Database Management Systems; Undergraduate: Object-Oriented Design, Computer Systems, Embedded Audio Programming, Acoustics and Psychoacoustics

## Technical Knowledge

**Languages:** JavaScript (Vue/React/Node), Python, C++, Java, Bash, C, SQL (MySQL), TypeScript, Swift
**Tools:** Git, Docker, MongoDB, Elasticsearch, Kubernetes, OpenShift, AWS
**Systems:** macOS, Windows, Linux

## Work Experience

**Student Manager** Sep 2025 – Present
*Northeastern University Baseball Team* *Boston, MA*
- Assist with daily practice setup and operations
- Support team analytics, data tracking and video review

**Software Engineering Co-op** Jun – Dec 2023; May 2024 – May 2025
*The MITRE Corporation* *Bedford, MA*
- Developed and enhanced Elasticsearch ETL pipelines to pull in new data from Denodo views via Python and shell scripts to support multiple substantial releases of a company-wide SPA
- Ensured above project was delivered on schedule by also taking on the frontend development responsibilities
- Maintained and updated frontend (Vue) and backend (Node) for four company-wide web apps
- Extended an existing API to support project data from Clarity
- Architected and built MVC chatbots using LangChain, enabling users to chat with data indexes in Elastic and Azure
- Deployed prototypes to OpenShift, allowing users to begin end-to-end testing
- Migrated Java API to OpenShift cloud platform to save thousands of dollars in on-prem costs, writing Kubernetes manifests for configuration and resource allocation

## Projects

**tSaturator** | JUCE, C++ Feb – Apr 2025
- Designed and architected a vintage tape saturation audio plugin with controls for saturation, drive, wet/dry mix and hiss, as well as a spectrum analyzer to monitor real-time changes
- Applied SOLID design principles for code reuse, extendibility, and readability
- Developed cross-platform support for both Mac and Windows users

**Ping-Pong Delay** | *C++, Bela, Breadboard Circuit* Mar – Apr 2024
- Developed real-time ping-pong delay in C++ using the Bela board
- Designed and built circuit with trimmers to control feedback, wet/dry mix, volume and gain
- Implemented a low pass filter to control excess noise from the circuit's trimmers