

Samantha Heckle

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EDUCATION

Master of Professional Studies – Interactive Telecommunications Program | New York University
Expected May 2022

Bachelor of Science – Game Design and Development | Rochester Institute of Technology
Minor in Political Science
December 2018

EXPERIENCE

Washington Post | Full-Stack Engineer – Intern

Built and maintained the content management system that journalists and editors use to write articles published online. Focused on accessibility features for low-vision users, including designing, developing, and working closely with users to perfect each element. *Skills:* *JavaScript, React.js, Express.js*
May 2021 – October 2021

Walt Disney Company | Software Engineer

On the Guest Account Management team for Walt Disney World and Disneyland parks. Working as a backend developer to link guest accounts to guest services on web and mobile. *Skills:* *Java / Tools: Splunk, AWS, MySQL, JMeter*
April 2019 – January 2021

Microsoft | Software Engineer – Intern

Worked on the Cortana Runtime team as a Software Engineer for first party skills. Using their proprietary platform, implemented corrections in selection-based queries. Developed and tested code, ultimately pushing it to production by the end of the internship. *Skills: C# / Tools: SQL Server*
Summer 2018

SELECTED PROJECTS

Don't Look for the Love of God

An Electron application ported to a Raspberry Pi. A non-linear zine that is presented as a series of popups. Each popup represents a page with procedurally generated text and images. Will be completed as ITP Thesis. *JavaScript, Python, Electron.js*
Spring 2022

Personality Generator

A Python application built with Flask and a Python port of Tracery to dynamically create personalities. *Python, Flask*
Spring 2022

SELECTED SKILLS & TOOLS

JavaScript
React.js

Node.js
Java

C#
HTML / CSS

Python
Git

Flask
D3.js

MySQL
Splunk

AWS
JMeter