SAMANTHA DELORENZO

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EDUCATION

Stevens Institute of Technology, Hoboken, NJ
Bachelor of Science in Computer Science, Expected May 2020
GPA: 3.4/4.0
Coursework: Data Structures, Algorithms, Discrete Structures, Automata & Computation, Database Management, Systems Programming, Web Programming & Development, Software Development, Computer Organization & Programming, Project Management, Probability & Statistics

SKILLS

Programming Languages: HTML (5 years), CSS (5 years), Python (4 years), C++ (3 years), C (Intermediate), Java (Intermediate), Scheme (Intermediate), MySQL (Intermediate), Javascript (Novice), C# (Novice), Assembly (Novice)
Software Development: Agile, Amazon Web Services, Eclipse, Visual Studio, Xcode, Remote Desktop, VirtualBox, Filezilla, Xamarin Studio, Microsoft Office, Game Maker Studio, Arduino, Github, DrRacket, Unity, MySQLWorkbench, SQLyog, RPG Maker MV
Operating Systems: OS X, Windows, Raspbian, Ubuntu, Kali Linux

WORK EXPERIENCE

MBSData, LLC   **Paramus, New Jersey**
Intern   June 2018 - August 2018
- Utilized Amazon Web Services to create virtual machines running Windows Server 2008
- Transferred programs, directories, and files from company local machines to machines running in the AWS cloud
- Used AWS databases and *MySQL* to recreate the company's website databases in the AWS cloud

Stevens Institute of Technology Software Engineering Department   **Hoboken, New Jersey**
Research Assistant   June 2017 - August 2017
- Implemented a Raspberry Pi with *Python* scripts and sensors to read environmental data and redefine on campus spaces
- Sent data to a *MySQL* Database centralized on a Mac Mini server
- Utilized Solidworks and MakerBot to design and 3D print a case to house the Raspberry Pi and sensors
- Designed the GUI for a mobile application in Xamarin Studio to track and display sensor readings
- Constructed and submitted a research paper called *Smarter Spaces, Smarter Campus* to the IEEE UEMCON 2017

Ontash & Ermac Engineering   **River Edge, New Jersey**
Intern   February 2016 - June 2016
- Created an engineering design project proposal with schematics, constraints, materials, and flow charts for a motion controlled robot
- Constructed, wired, and implemented Arduino and Adafruit *C++* software and hardware with professional computer engineers to develop the robot
- Utilized sketching, calculations, and CAD in designing the robot

ACTIVITIES & HACKATHONS

Google Games   **New York City, New York**
Participant & Team Captain   April 2017, April 2018
- Worked with other team members to solve complex coding challenges and logic puzzles using knowledge of Data Structures, Algorithms, Discrete Structures, Probability & Statistics, *C++*, and *Python*
- Competed against 30 other teams from technology universities located in the tri-state area and placed in the top 50th percentile

Stevens Game Development Club   **Hoboken, New Jersey**
Member   September 2016 - Present
Secretary   January 2018 - May 2018
- Created 2D and 3D video games using Game Maker Studio, Unity with *C#*, and RPG Maker for club Game Jams
- Awarded third place for the SGDC Summer Jam 2017 and Best Use of Theme for the SGDC Spring Game Jam B 2018

Stevens Institute of Technology Venture Hacks Hackathon   **Hoboken, New Jersey**
Participant & Award Winner   October 2016
- Created a website using *HTML*, *CSS*, and *Javascript* with a forum for college students to give their opinions on different colleges for high school students
- Awarded Best Creativity & Innovation out of 30 students

ADDITIONAL INFORMATION

Clubs: Stevens Computer Science Club, Stevens Women in Computer Science
Publications: "Smarter Spaces, Smarter Campus" accepted at IEEE UEMCON 2017 & published in the IEEE Xplore Digital Library