

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: Intro to Web Programming and Development, Data Structures, Discrete Structures, Project Management, Introduction to Computer Science, Probability and Statistics, Introduction to Programming for Engineers, Chemistry I, Mechanics

SKILLS

Programming Languages: Python, Java, HTML, CSS, Javascript, Scheme, MySQL, C++

Software: Eclipse, Excel, Visual Studio, Xcode, Xamarin Studio, Microsoft Office, Game Maker Studio, Arduino, Github, RPG Maker MV, DrRacket

Operating Systems: Windows, OS X, Raspbian, Kali Linux

WORK & EXTRACURRICULAR EXPERIENCE

Stevens Institute of Technology Software Engineering Department

Research Assistant

Hoboken, New Jersey

June 2017 - August 2017

- Implemented a Raspberry Pi with 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
- Designed 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

Stevens Game Development Club

Secretary

Hoboken, New Jersey

January 2016 - Present

- Created 2D video games using Game Maker Studio for Club Game Jams
- Awarded third place for the SGDC Summer Jam 2017

Stevens Institute of Technology Venture Hacks Hackathon

Participant & Award Winner

Hoboken, New Jersey

October 2016

- Created a website using HTML and CSS 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

Ontash & Ermac Engineering

Intern

River Edge, New Jersey

February 2016 - June 2016

- Created an engineering design project proposal
- Constructed, wired, and implemented Arduino and Adafruit software and hardware with professional computer engineers to develop my own functioning robot
- Utilized sketching, calculations, and CAD in designing the robot

HOBBIES/INTERESTS

Stevens Game Development Club – Secretary, Stevens Computer Science Club, Stevens Women in Computer Science

Publications: "Smarter Spaces, Smarter Campus" accepted at the IEEE UEMCON 2017 and published in the IEEE Xplore Digital Library

Website: samdelorenzo.com