

Sarah “Saran” Lendzian

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EDUCATION

BACHELORS OF SCIENCE IN COMPUTER SCIENCE ENGINEERING

GRADUATING DECEMBER 2024

SPECIALIZING IN COMPUTER GRAPHICS AND GAME DESIGN, ENTERTAINMENT DESIGN AND TECHNOLOGY MINOR

THE OHIO STATE UNIVERSITY, COLUMBUS, OH

Course Highlights: FEH Honors Engineering & Honors Physics, Data Structures & Algorithms, Systems I & II, Computer Game and Animation Techniques, Analog & Digital Electronics, Computer Networking, Linear Algebra, Multivariable Calculus, Engineering for Entertainment, Introduction to Assistive Technology, Art New Media Robotics

RESEARCH

VIDEO GAMES FOR STEM EDUCATION RESEARCH TEAM

SPRING 2023 TO CURRENT

- Studied educational uses of video games.
 - Worked on designing a video game to teach High School Algebra through storytelling and game mechanics.
 - Started development on a prototype in Unity (C#).
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ACADEMIC PROJECTS

“BURNOUT BOT” ROBOTICS ART INSTALLATION

FALL 2022

<https://github.com/smlendzian/BurnoutBot>

Collaborated with a partner to create a game-like interactive wall installation/wire sculpture dealing with the mental health concept of burnout.

- Wrote all the code (C++) and worked with the partner to design, plan, and construct/solder the artwork.
- Utilized an ESP32 microcontroller, a peristaltic pump using a DC motor to pump oil, a 16 by 16 RGB LED Pixel Display to show an animated face, an AC to DC power supply, LCD Screen, MP3/Speaker, Limit Switch, etc.

ENGINEERING HONORS ESCAPE ROOM DESIGN PROJECT

SPRING 2021

Worked in a group of four to develop a story, design, and prototype for an accessible, educational escape room.

My contributions:

- Wired together over 60 individual electronic components (Arduino UNO, Multiplexers, Shift Registers, Buttons, LEDs, LCD Screen, MP3/Speaker, Servos, etc.).
 - Wrote over 2500 lines of object-oriented C++ code (including comments).
 - Built a state machine that cycled through each of the puzzles and stages of the storyline.
 - Developed non-blocking code so that interacting with one component of the system did not prohibit the rest of the system from operating correctly.
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ACTIVITIES

BUCKEYES FOR ACCESSIBILITY (B4A) — MEMBER SINCE FALL 2020, OFFICER SINCE FALL 2021

- Led the team to add resources and features to improve the organization’s website.
 - Spoke with leaders at Ohio State to help them better serve students with disabilities.
 - Organized a seminar/mini-involvement fair introducing students to disability culture and resources at Ohio State.
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SKILLS

C#, C++, C, Java, x86-64 Assembly; Unity/Unreal; Visual Studio, Eclipse; Debugging; JUnit Testing; Multi-Threaded Programming; Agile Development; Microsoft Office (Word, PowerPoint, Excel); Git, GitHub; SolidWorks; MATLAB; HTML/CSS; LaTeX; WordPress; SQL/SSMS; Windows, Linux; Adobe (Premiere Pro, Animate); Audacity; Isadora; Soldering; Sewing; Jigsaw, Miter Saw; Painting