Stephanie Zablocki

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EDUCATION

Cornell University, Ithaca, NY   (2018-Present)
B.A. in Physics with Electrical Engineering concentration, Computer Science minor, expected May 2021
Relevant Courses: Advanced Electricity and Magnetism, Applications of Quantum Mechanics, Quantum Mechanics, Physics III: Oscillations, Waves, and Quantum Physics, Analytical Mechanics, Differential Equations, Applied Physics Electronics Lab, General Relativity

University of Virginia, Charlottesville, VA   (2017-2018)
Relevant Courses: Physics I: Mechanics, Thermodynamics; Physics II: Electricity and Magnetism; Multivariable Calculus

ACTIVITIES & PROJECTS

Co-President and Project Lead of Creative Computing Club at Cornell
Manage a club of 20 members and co-lead a team in designing and building a video game using Godot game engine. Run executive board meetings and have made structural changes to the club which have increased time spent organizing and planning, increased active member participation and retention, and implemented virtual and small group events to strengthen club community.

(dB)eta Hearing Device Project
Developed a hardware product to facilitate hearing through bone conduction. The device was successfully able to amplify and transmit sound from a microphone and earned the People's Choice Award at Cornell Make-a-thon 2019.

WORK EXPERIENCE

Research Assistant   (2019)
Cornell University, Johnson School of Business – Ithaca, NY
Assisted graduate researcher in collecting and doing data analysis on documents to study the paradox between innovation and establishing credibility for new technology products. Took initiative to develop a program to facilitate data entry using text analysis.

Full Stack Software Design Engineering Intern   (2018)
SAP Concur – Vienna, VA
Participated in an Agile team to develop a stand-alone web application that creates transparency among development teams for more efficient communication. Self-initiated learning of Go, JavaScript, and SQL programming languages that would become the prototype of technical development for a staff of 30 full time engineers. Developed content and presented the findings to full engineering and product management teams including senior leadership.

TECHNICAL SKILLS

Digital Signal Processing: FIR Filters, Discrete-Time Fourier Transform, Sampling and Aliasing
Hardware: Oscilloscope, Circuit Design (Analog and Digital), CircuitLab, Logisim, FRDM
Java: Data Structures, Graphics, Sorting
Python: General instruction set knowledge
C/C++: Interfacing with FRDM-K64F microcontroller in C, image processing in C++
Web Design: HTML5, CSS, JavaScript, React, Redux, SQL
Database: SQL
Other: Capstone, Open Vibe