

ZOE RIZZO

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EDUCATION

Rochester Institute of Technology Rochester, NY
Bachelor of Science in Software Engineering May 2027
Relevant Courses: Software Process and Project Management, GPA: 3.0/4.0
System Reqs and Architecture, Engineering Secure Software

EXPERIENCE

Teaching Assistant | Rochester Institute of Technology Aug 2025 – Present
SWEN444 Human Centered Requirements and Design Rochester, NY

- Assist 40+ students with semester-long project focused on UI/UX and human-computer interactions
- Evaluate and provide constructive feedback to guide students in improving usability and design quality

FIRST Robotics Mentor | Pope John XXIII Regional High School Sep 2022 – Present

- Guide high school students through iterative design processes, teach standard programming practices, and provide feedback on technical documentation Sparta, NJ

Software Engineer Intern | New Jersey Innovation Institute COMET June 2024 – Dec 2024

Software Lead | Project W.A.R.D.E.N. Landing, NJ

- Created control and communication code for a closed mesh network reconnaissance system
- Developed live object detection using OpenCV and PyTorch, streaming results to a ground station
- Implemented LAN network communications, using a drone to extend system range by 1000+ ft

Innerstill Mobile App

- Updated existing Flutter mobile app built to track medical device sessions via Bluetooth
- Deployed multiple major application updates, including session tracking and user identification
- Resolved 20+ critical issues and 100+ warnings by updating deprecated libraries and refactoring legacy code to ensure full functionality and intuitive code for future use

PROJECTS

Photo Gallery June 2025 – Present

- Created and deployed website using Next.js to display photos, including features such as camera settings and metadata and a magnifying view when hovering over a photo
- Automated retrieving new image metadata and populating JSON to reduce any manual data entry

DrDebug Jan 2025 – Mar 2025

- Developed a native VSCode extension that uses OpenAI to suggest fixes and assist with debugging
- Implemented follow-up command to re-attempt a faulty fix or check to see if the issue was resolved

U-Fund Non-Profit Donations Board Aug 2023 – Dec 2023

- Led a team to design and build a non-profit donation website using Spring Boot and Angular, implementing role-based user authentication and data persistence
- Applied object-oriented design principles to ensure system scalability and maintainability
- Achieved 96% backend code coverage through robust and independent unit tests

SKILLS

Languages / Frameworks: Java, Python, JavaScript, C, HTML, CSS, Bootstrap, Tailwind, Next.js, PostgreSQL

Tools / Technologies: Git, JUnit, Linux, OpenCV, SonarQube, Figma