

SAMANTHA DELORENZO

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EDUCATION

Stevens Institute of Technology, Hoboken, NJ

Expected May 2020

Bachelor of Science in Computer Science, 3.6 GPA

SKILLS

Programming Languages: HTML/Twig (Advanced), CSS/Sass (Advanced), Python (Advanced), C++ (Advanced), C (Advanced), Javascript/Node/Riot/Vue (Intermediate), Java (Intermediate), SQL (Intermediate), Apple News Format (Intermediate), C# (Novice)

Software Development: Agile, Amazon Web Services, APIs (JSON), Github, Bitbucket (GIT), Jira, Eclipse, Visual Studio, Xcode, Xamarin Studio, MySQLWorkbench, SQLyog, VirtualBox, Arduino, Unity, Game Maker Studio, RPG Maker MV

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

WORK EXPERIENCE

CBS Interactive, CBSNews Department

New York City, NY

Intern

June 2019 - August 2019

- Created 4 breaking news newsletter templates using *Twig*, *Sass*, *Riot.js*, & A/B tested to identify the most user engagement
- Redesigned a CBSNews article on Apple News using *Apple News Format* and added a footer to increase user engagement which moved CBSNews from position 50 to 20 in Apple's top ranking channels
- Designed a POC, using *Vue.js*, *Twig*, & *Sass*, of a widget for the CBSNews 2020 primary election page to retrieve poll data from an API in real-time and plot it on a map
- Developed a cookie policy popup window for the CBSNews SmartTv App using *Riot.js*

MBSData, LLC

Paramus, NJ

Intern

June 2018 - August 2018

- Created virtual machines running Windows Server 2008 utilizing Amazon Web Services
- Transferred programs, directories, and files from company local machines to machines running in the AWS cloud
- Recreated the company's website databases in the AWS cloud using AWS databases and *MySQL*

Stevens Institute of Technology Software Engineering Department

Hoboken, NJ

Research Assistant

June 2017 - August 2017

- Implemented a Raspberry Pi with *Python* scripts and sensors to read environmental data and redefine on campus spaces
- Transmitted sensor data to a *MySQL* Database centralized on a Mac Mini server
- Designed and 3D printed a case to house the Raspberry Pi and sensors utilizing Solidworks and MakerBot
- Developed 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

ACTIVITIES & HACKATHONS

Google Games

New York City, NY

Participant & Team Captain

April 2017, 2018, 2019

- Collaborated 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 4th in April 2019

Stevens Game Development Club

Hoboken, NJ

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, NJ

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

Clubs, Honor Societies, & Publications

Clubs & Honor Societies: Stevens Computer Science Club, Stevens Women in Computer Science, Upsilon Pi Epsilon Honor Society

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