

Alex Massenzio

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EDUCATION:

Stevens Institute of Technology, Hoboken, NJ

Bachelor of Science in Computer Science, Graduated May 2018

GPA: 3.2

Coursework: Honors Introduction to Computer Science, Concurrent Programming, Operating Systems, Data Structures, Algorithms, Web Programming, Logic and Discrete Math, Systems Programming, Automata and Computation, Project Management

WORK

EXPERIENCE:

Stevens Institute of Technology, Hoboken, NJ

5/18 – Current

Game & VR Developer

- Main programmer developing a standalone VR experience for the NUKEMAP website (<https://nuclearsecrecy.com/nukemap/>). NUKEMAP is an interactive map that allows users to model the effects of various nuclear weapons at any location.
- Within the Unity game engine, my work revolves around creating systems that a user in VR can interact with. This includes generating visual effects, creating interactable objects, and designing and displaying easy to read UI.

Intrepid Museum/Stevens Institute of Technology, Hoboken, NJ

2/18 – 4/18

Sensory Computation, Experimental Narrative Environments (SCENE) Software Programmer/Integrator

- I was a major contributor in the creation of two interactive exhibits for the Intrepid Museum in New York City. The first exhibit displayed and simulated the sounds of the interior of a Growler Submarine at the Intrepid Museum, and the second exhibit was an interactive console in which users can guess underwater sounds. My responsibility was to program the user interface and the backend code that required me to integrate my code with 8 channel audio, multiple displays, and touch controls.
- Created with Unity and Max 7.
- Utilized Open Sound Control (OSC) to have Unity and Max 7 communicate between each other.

Wiley Publishing, Hoboken, NJ

6/17 – 8/17

Architecture & Methods Intern

- I assisted in improving the overall portfolio data quality of the company by 20%, and to create reference architecture for future projects. This was achieved by running data analysis on the portfolio data, fixing discrepancies found, and creating video tutorials on how to ensure higher data quality in the future.
- Worked closely with the DevOps team to create a reference web application. The software is now used to get future web developers started with their projects faster. I gained an understanding of multiple DevOps tools such as Amazon Web Services, Ansible, Jenkins, and Nexus Repo.
- Created automated builds for previously mentioned reference web app.
 - Learned and utilized Maven, Jenkins, Git, Nexus Repository, and Amazon Web Services.
- Created tutorials to show future clients how to effectively interact with enterprise software.

Picatiny Arsenal (US Department of Defense), Wharton, NJ

6/16 – 8/16

Student Trainee (Engineering)

- Working in the Gaming, Interactive Technologies & Multimedia (GITM) branch, I programmed major parts of the UI and net code systems for a simulation framework for military vehicles.
- Gained exposure on how games are developed in a professional setting.
- Learned how to use SVN and Perforce source control applications.
- Was responsible for testing daily builds of the project.

International Ivy, Sparta, NJ

7/15 – 8/15

Java Instructor

- Taught Java programming to students in grades six through nine. Responsibilities included teaching, forming lesson plans, and creating coding projects for the students using Java with Eclipse.

PORTFOLIO:

Projects can be found at: <http://alexmassenzio.com/projects>

LEADERSHIP

EXPERIENCE:

Stevens Game Development Club - <http://sgdc.ml/>

Vice President

- Assisted in running weekly meetings to improve the members' ability in game development.
- Organized talks from both members of the club including special guests such as the VP of Marketing at Valve and a Q&A session at Avalanche Studios.

- Successfully ran game-jam events for the student body on a regular basis.

Computer & Console Gaming Society

President

- Ran weekly LAN events that bring in on average 75 members.
- Organize special monthly events that include tournaments and prizes. Average attendance is 125 participants.

Games++, Hoboken, NJ

Event Assistant

- Aided in coordinating and supervising the Games++ game jam event.
- Participants exhibited learning a considerable amount by the end of the event, showing great enjoyment in the process.

FIRST Robotics, Sparta, NJ

Team Mentor

- Assisted with programming, strategy, and understanding the terminology and building of robots.
- The mentored team achieved the ability to qualify in the state finals.

SKILLS:

Languages: C, C++, C#, CSS, HTML, Java, JavaScript, Python

Software: Amazon Web Services, Eclipse, Excel, Git, Jenkins, Max 7, Maya, Maven, OSC, Photoshop, Perforce, React, Redis, SQL, SVN, Supercollider, Unity3D, Unreal Engine, Visual Studio, Wwise, WPF

HOBBIES:

Game Development, Programming, Volleyball, Tournament Organizing