ANABEL NOLASCO

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OBJECTIVE

Passionate software developer with a strong foundation in computer science and hands-on software engineering experience, committed to delivering innovative and efficient solutions as part of a dynamic development team.

WORK EXPERIENCE

Computer Science Instructor | Salesian High School June 2024 - present

Adjunct Professor - Game Development | Iona University | May 2024 - present

Graduate Assistant for Computer Science | Iona University | August 2023 - May 2024
- Collaborated with network specialists and Information Technology teams to maintain and support lab, classroom, and office computer systems.
- Provided tutoring and led weekly Java Recitation Sessions to support computer science students in their coursework.

Graduate Researcher | Graduate Thesis | Iona University | June 2023 - May 2024
- Engineered a Virtual Reality simulation integrating OpenAI and facial expression recognition to create realistic bullying scenarios for the anti-bullying education of children.
- Utilized Unity Engine, OpenAI API, C#, and Microsoft Azure AI Speech to enhance user interaction and engagement.
- Recognition: Presented at ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2024

Undergraduate Researcher | Honors-Program Thesis | Iona University | January 2022 - May 2023
- Developed a Virtual Reality simulation incorporating Natural Language Processing for realistic dialogues between users and virtual characters.
- Employed Unity Engine, C#, Python, and the Gensim Library to facilitate natural and engaging user interactions.

COURSEWORK AND PROJECTS

Game Development
- **Team Lead, 3D FPS Game Development:** Led a team to implement a 3D FPS game using C# and Unity Engine.
- **VR Game Design:** Designed and developed a Virtual Reality environment and game using C# and Unity Engine.
- **Augmented Reality iOS Game:** Created an Augmented Reality game for iOS by with C#, Unity Engine, Xcode, and Swift UIKit, focusing on interactive user engagement on an iPhone.
- **Multiplayer VR Basketball Game:** Collaborated on a Multiplayer Virtual Reality basketball game using C#, Unity Engine, and Photon for seamless online interactions.

Mobile Application Development
- **Mobile Banking Application:** Directed a team in the full-stack development of an iOS mobile banking application using Swift UIKit, Firebase Database, Auth0, and Xcode, focusing on security and user-friendly design.
- **iOS Game Development:** Developed an engaging iOS game with Swift UIKit and Xcode.
- **Fitness Tracking Application:** Developed a user-friendly fitness tracking application using Swift UIKit and Xcode.

Database Design and Implementation
- **Database for iOS Banking:** Designed a Firebase database system to manage user data for an iOS banking application.
- **Railroad Tracking Database:** Contributed to the design and development of a railroad tracking database and user interface with MySQL, PHP, HTML, CSS, and JavaScript, optimizing data management and user interaction.
- **Delivery Service Database:** Created a database solution to manage user, employee, and admin data for a delivery service website.

Web Application and Development
- **Delivery Service Website:** Designed and implemented both frontend and backend components of a multi-page delivery service website using SequelPro, HTML, CSS, Bootstrap, Ajax, and jQuery.
- **Personal Portfolio Website:** Developed a multi-page personal portfolio website utilizing Bootstrap, HTML, CSS, and JavaScript, showcasing personal projects and technical expertise.

EDUCATION

Master of Science Degree | Computer Science | Iona University | August 2023 - May 2024
- Involvement: Computer Science Club Leadership, Computer Science Tutoring, Java Teaching Sessions

Bachelor of Arts Degree | Computer Science | Iona University | August 2020 - May 2023
- Concentration: Game Development
- Involvement: Honors Program, National Society of Leadership and Success, Computer Science Club

SKILLS AND PROFICIENCIES

- **Programming Languages**: C#, Python, HTML, CSS, Java, Swift, JavaScript, PHP, SQL, C, Prolog
- **Languages:** English and Spanish - fluent reading and writing
- **Tools/Platforms:** XCode, Unity Engine, Microsoft Office, SequelPro, MySQL, Firebase, GitHub, Microsoft Azure