Croce Randazzo

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Education

Rowan University **Jan 2023 – Dec 2024**
Bachelor of Science in Computer Science, Minor in Mathematics *Glassboro, NJ*

- GPA: 3.94

Virginia Polytechnic Institute and State University **Aug 2017 – May 2019**
Mechanical Engineering Undergraduate *Blacksburg, VA*

Experience

Software & UI Developer **Mar 2025 – Present**
Multi-Dimensional Integrations *Shrewsbury, PA*

- Reduced FAT and SAT panel cycle time to 20 minutes for major JLG contracts by leveraging advanced industry software in unique ways providing a 600% increase in throughput.
- Designed a full-stack application for major offshore oil companies to monitor, store, and visualize data to analyze why BOP systems fail.

Software Research Assistant **Oct 2023 – Mar 2025**
ASRC Federal & Rowan University *Glassboro, NJ*

- Produced a Translation Engine for the Navy's Aegis Display System, which catalogs Motif widgets and converts the data to QT GUIs using Python; saved over 60 hours in manual modifications in the first month.

Data Science Committee Head **Oct 2023 – Jan 2025**
Rowan University *Glassboro, NJ*

- Planned and led committee meetings; leveraging Python machine learning libraries to teach and innovate on cutting-edge predictive methods; competed in two Kaggle competitions.
- Drove growth across diverse advertising channels by implementing targeted campaigns, resulting in a noticeable increase in brand awareness and engagement within the first six months of execution.

Volunteer Computer Science Tutor **Sep 2023 – Jan 2025**
Rowan University *Glassboro, NJ*

- Instructed students on project management, object oriented design principles, software engineering, and data analytics in Java, SQL, and Python.

Applied Cryptography Research Lead **Nov 2023 – Apr 2024**
ACSUS Labs & Rowan University *Glassboro, NJ*

- Investigated leading approaches to mnemonic seed generation for private key cryptography leading to a finding that over 60% of mnemonic seeds are unrecoverable.
- Formed a prototype system allowing seed recovery, which bolstered overall system usability whilst maintaining over 150-bit complexity during trials.

Electrical Engineer **May 2016 – Jul 2017**
LuNaTeCs FRC *Salem, NJ*

- Competed in the First Robotics Competition, an early opportunity to compete using creative strategies within software requirements.
- Coordinated collaboration between team members during design phases, leading the team impressive reduction in revision cycles down from five iterations per project to just two.

Projects

Minelife Plugin | *Java, YAML, eclipse* **Jun 2024 – Present**

- Built a robust Bukkit plugin to enable block protection and raiding mechanics; optimized use of data structures led to a reduction in CPU time, creating smoother gameplay experiences.

PyGame Farming Simulator | *Python* **Oct 2024 – Oct 2024**

- Developed an extendable Game Engine leveraging PyGame technology that can process over 1,000 simulated actions per second without performance degradation; tested using a custom farming simulator.

Titanic Kaggle Competition | *Python, GitHub, Colab, Jupyter* **Oct 2023 – Sep 2024**

- Engineered sophisticated algorithms using Python analytics that forecasted survivor outcomes during disaster situations; the model produced actionable insights with a remarkable prediction success rate exceeding 78%.
- Constructed an extendable framework with version control software to decrease coding time for subsequent tasks by at least 30%, enabling quicker turnaround in developing machine learning algorithms for disaster predictions.

Adventure Time Personality Test | *Python* **Sep 2024 – Sep 2024**

- Crafted a unique Adventure Time inspired personality assessment that simulates randomness using 20 selected questions out of 55, and outputs 1 of 66 characters.

Minelife Website | *HTML, Apache XXAMP, MySQL* **Jun 2024 – Jul 2024**

- Launched a website to showcase a custom Minelife Plugin/Sever featuring many classic 90s style elements whilst interacting with an SQL database to save and display journal entries.

ASRC Chat Application | *OpenDDS, Strawberry Perl* **Jan 2024 – May 2024**

- Acted as the Product Owner for an Agile Scrum workflow to develop a chat service that employs a Publisher/Subscriber framework to enable group chats of any size across a secure network.

Google Forms Aggregator | *Google Apps Script* **Feb 2024 – Feb 2024**

- Improved Google Forms analytics by sorting responses by time slot, displaying whom and how many people are available; leading to on average 20% less time spent in meetings when planning large events.

KeyCardClicker | *Python* **Jun 2021 – Jun 2021**

- Published a Python auto clicker to purchase a rare item in the game Escape from Tarkov by simulating human inconsistencies, which shortened the item's acquisition time from 7.8 days to 15 hours.

Technical Skills

Languages: Python, Java, Fortran, SQL, C#, C/C++, JavaScript, HTML, CSS, R, Rust, Lua, Assembly, Bash, Ladder Logic, Jython, Mathematica, MATLAB, TI-Basic
Libraries: Pandas, NumPy, Matplotlib, Scikit-learn, TensorFlow, seaborn, AutoGluon, PyGame, Bukkit, Three.js
Operating Systems: Windows, Linux (Ubuntu), macOS, Virtual Box
Frameworks: Django, Xinu, Igntion, MSSQL, React Native
Developer Tools: Git, Docker, VS Code, ChatGPT, Cursor, Eclipse, PyCharm, Trello, Virtual Desktop, SPIM MIPS, JFLAP
Creative Tools: Unity, Unreal Engine, Twinmotion, Blender, OBS
Engineering Tools: SolidWorks, AutoCAD, TinkerCAD

Qualifications

Memberships: ACM - Association of Computing Machinery
Clearance: Secret Level Security Clearance (Inactive)