



# Team Inventory

HelloWorldByMe

October 4th, 2024

**Sponsored By:** Kevin Daily  
**Faculty Mentor:** Brian Donnelly

**Team Members:**  
Elizabeth Knight  
Joey Banaszak  
Samantha Madderom  
Jessica Maldonado

## Overview

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The purpose of this document is to introduce the members of our team. The following pages outline each member's training, skills, and relevant experience.

# Elizabeth Knight

Hometown: Chandler, AZ

eak287@nau.edu

<https://github.com/plii32>



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## Education

### Hamilton High School

- GPA: 3.95

Northern Arizona University, Pursuing a BS in Software Engineering

#### Coursework:

- C2440 (Software Architecture)
- CS345 (Database Systems)
- CS386 (Software Engineering)

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## Experience

### Data Engineer Intern, PayPal Inc

- Collaborated with the Enterprise Health Engineering Team and created an API client for company-wide data migration.

### Computer Science Tutor

- Assisted students with data structure concepts and understanding the basics of computing tools

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## Skills

### C/C++

- The majority of the computer science classes are in C and C++ was introduced to me through learning about computer organization and then an object-oriented programming class.

### Python

- Python was the first language I learned at NAU, and my database class was taught in Python.

### Maven

- My internship taught me how to use this automation/build tool very well since it would've taken a long time to build the project without it.

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## Other Interest

This summer, I have become very interested in working with different APIs and automation tools. Along with helping students develop/debug their code, I also love playing Minecraft and hanging out with friends in my spare time.

# Samantha Madderom



Hometown: Chandler, AZ

sgm257@nau.edu

## Education

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### Valley Christian High School

- GPA: 4.0

Northern Arizona University, Pursuing a BS in Computer Science

#### Coursework:

- C2212 (Web Programming)
- CS345 (Database Systems)
- CS386 (Software Engineering)

## Experience

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**Software Engineering Intern**, General Dynamics

- Set up a CI/CD system for the team, as well as wrote some bash scripts and cleaned up Python code.

**Software Engineering Intern**, General Dynamics

- Retrieved data from SCEPTRE software using websockets in Python and organized data into a usable form.

**Software Engineering Intern**, General Dynamics

- Refactored code and documentation for improved readability and maintainability. Simplified configurations, boosting efficiency and ease of use for the team.

## Skills

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**C/C++**

- C has been the main language used in the computer science courses I have taken at NAU. C++ was used to introduce object-oriented programming.

**Python**

- I first learned Python at NAU, and later gained more experience with it over two summer internships.

**MySQL**

- I had some exposure to MySQL in CS345 Database Systems build the project without it.

## Other Interest

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This summer, I have become very interested in working with different APIs and automation tools. Along with helping students develop/debug their code, I also love playing Minecraft and hanging out with friends in my spare time.

# Joey Banaszak

Hometown: Phoenix, AZ

jhb238@nau.edu



## Education

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### Cactus High School

- GPA: 3.95

**Northern Arizona University**, Pursuing a BS in Computer Science

#### Coursework:

- CS460 (Computer Networks)
- CS345 (Database Systems)
- CS386 (Software Engineering)

## Experience

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### Computer Science TA

- Collaborated with the Enterprise Health Engineering Team and created an API client for company-wide data migration.

### Computer Science Tutor

- Worked to spontaneously explain complex Computer Science concepts to a diverse group of people.
- Helped develop exam questions also helped grade homework assignments, projects, labs, and exams by reading students' code and providing feedback.

## Skills

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### C/C++

- C has been the primary language I have used while at NAU
- I have worked with C and C++ to build a simulator of an operating system, create and utilize complex data structures to solve different problems, and I developed and deployed a client-server architecture, hosting the server on AWS.

### Python

- Python was my first coding language that I learned at NAU
- I have worked with python extensively to create AI systems, work with databases, solve mathematical theorems, and make some games.

### Java

- I have used Java the least, but used Java and other languages like C and MySQL to help build a time keeping and scheduling web app.

## Other Interest

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In my free time I enjoy playing games and solving puzzles, as well as hiking and hanging out with friends.

# Jessica Maldonado

Hometown: Glendale, AZ

jmo366@nau.edu



## Education

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### **Bourgade Catholic High School**

- GPA: 3.90

**Northern Arizona University**, Pursuing a BS in Software Engineering

#### **Coursework:**

- C2312 (Web Programming II)
- CS345 (Database Systems)
- CS560 (Advanced Computer Networks)

## Experience

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### **Student Technician**, Advanced Research Computing

- Worked with NAU's compute clusters aiding student researchers
- Debugging scripts and troubleshooting nodes

### **Geodic Space Science Intern**, USGS

- Worked with USGS to develop potentials maps of lunar landing sites

## Skills

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### **Web Development**

- Have developed many different pages and sites for a variety of projects
- Learning more on server and backend of websites

### **Python**

- Python used heavily in research projects with USGS and many school related projects

### **Bash**

- Bash was used heavily in ARC so I developed foundational skills for bash scripts as well as debugging them.

## Other Interest

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I enjoy playing different games and learning how they were specifically developed. I have been spending my free time leet coding this last year. I also enjoy going to the movies and hanging out with my friends