Lauren DeMaio

Pace University Learning Commons
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Education

Pace University Seidenberg School of CSIS, New York, NY

Master of Science in Computer Science (Expected graduation Dec 2025)

- Cumulative GPA: 3.81 /4.0

Bachelor of Science in Computer Science, Minor in Italian Studies (2020 – 2024)

- Cumulative GPA: 3.8/4.0, Magna Cum Laude, Dean's List First Honors (2020 – 2024)
- President's Scholarship, MJS Foundation Scholarship, Susan M. Meritt Award for Academic Excellence in Computing

Qualifications & Skill Summary

- **Languages:** Java (most proficient), Python, C#, HTML, CSS, JavaScript
- **Machine Learning and Data Science Tools:** PyTorch, Pandas, TensorFlow, Keras, MATLAB, scikit-learn, NumPy, matplotlib
- **Others:** Unity Engine, GitHub, Microsoft Office, Google Suite, UX/UI Research, UX design, product design, user feedback, Figma, Adobe

Professional Experience

Content Support Manager, CSIS & Math
Pace University Learning Commons — May '24 - Present

- Collecting content for the Learning Commons to support students that come in for tutoring. Engaging with professors and department heads to ensure that students feel supported when they seek out help from the LC.
- Coordinating the establishment of a 3D Printing and Design Club on campus for undergraduate students. This club aims to introduce students to 3D modeling using Autodesk Fusion. We host workshop events and challenges focusing on prototyping ideas and visualizing them using 3D modeling.
- Discovering new methods of simulation learning. Working with different professors to integrate simulations into their classroom and assignments. Building conversational AI for students to interact with a focus on communication skills.

Graduate Assistant
Pace University Seidenberg School of CSIS — Sept '24 – May '25

- Working on projects part of the Design Factory Global Network with Dr Andreea Cotoranu. Create and maintain WordPress portfolio and WIX site for 20 students. Travel to IdeaSqaure at CERN to assist in teaching project-based, interactive learning methodologies. Manage the New York City Design Factory's Instagram and LinkedIn pages.
- Conduct mixed reality and immersive design research with Dr Carmine Guida. Grade projects for Game Programming classes, host office hours for students, and market for new Game Development majors.

Team Leader
Nestlé Nespresso — Nov '20 – April '25

- Supervise daily operational tasks of 8 team members during the shift such as inventory checklists, safety awareness, cash & credit log management, and record keeping.
- Onboard the new team members to standard and boutique-specific operating procedures such as Training & Quality Management (TQM) guidelines.

Teaching Assistant
Pace University Seidenberg School of CSIS — Jan '23 – June '24

- Aid 70+ students in coursework labs, data structures understanding, and game development projects. Host office hours, grade exams and homework, read error code, and implement solutions as a learning experience under the supervision of Dr Carmine Guida.

Research & Projects

Challenge Based Innovation A³ – Team Oculus
NYC Design Factory at Pace University, Faculty Advisors: Professors Andreea Cotoranu & Luke Cantarella – Sept '23 – June '24

- Championed a multidisciplinary approach in the Challenge Based Innovation **A³** course, connecting student teams with expert researchers at ATTRACT EU and CERN; produced a product prototype that was showcased at a global science conference.
- Participated in an 8-month project leveraging the United Nations' Sustainable Development Goals to identify critical problem spaces for innovative technology applications using ATTRACT and CERN resources, enhancing global sustainability efforts.
- Final whitepaper: ORRUS - Final Whitepaper

Adaptability of Reinforcement Learning Agents from Simple to Complex Environments
Pace University Seidenberg School of CSIS, Faculty Advisor: Dr Carmine Guida – Sept '23 – May '24

- This project trains RL agents using a camera sensor and ray perception sensor input observations in an environment with a solitary obstacle and single goal. Once trained, the agents were placed in environments with a varied number of obstacles, the agents ability to adapt with each observation input was assessed. Used the Unity Engine (C#) ML-Agents toolkit that uses key Python libraries for model building.

- GitHub Repository: Adaptability of RL Agents