

Christopher J. Sciortino

Assistant Director of Adelphi University's Innovation Center
Adjunct Professor of Computer Science

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Summary

Computer Science graduate (*B.S., M.S.* May 2026) with a Mathematics minor and experience in full-stack development, applied research, and technical instruction, with technical expertise in **Python, JavaScript/TypeScript, React, Node.js**, and **C#** including databases such as **MySQL**. **Assistant Director of Adelphi University's Innovation Center** and **Adjunct Professor of Computer Science**, with a background leading technical teams, developing interactive software systems, and presenting research to organizations including **NASA**. Recognized for best UI/UX design by a panel of judges at **NYIT** that included **Microsoft**. Published in the *Journal of Humanistic Mathematics*, reflecting strong mathematical and analytical training. Seeking software engineering opportunities to build practical, innovative, and high-impact software solutions.

Skills

Programming Languages	C, C#, Java, JavaScript, Node.js, TypeScript, Python, SQL, HTML, CSS, LaTeX
Frameworks/Engines	React, React Flow, Electron, Windows Forms, Unity, Unreal Engine
Mathematics	Computational Complexity, Data Science, Linear Algebra, Discrete Mathematics, Differential & Integral Calculus, Statistics & Data Analytics
Other	GitHub, MS Office Suite, Google Suite, MySQL, MySQL Workbench, Overleaf, Visual Studio Code, Visual Studio, Autodesk Maya, Test Driven Development, 3D Printing

Experience

-  **Assistant Director of The Innovation Center** – Adelphi University *2025 – Present*
- **Software Development:** Design, develop, and maintain custom software solutions for the Innovation Center and campus, including a scheduling application along with a web portal supporting staff and student operations, used daily by hundreds of visitors.
 - **Research & Present:** Research, develop and present workshops for students and faculty on innovative technologies such as AI/ML, increasing engagement with emerging technologies.
 - **Advertising & Promotion:** Coordinate with university departments to promote center activities on the Adelphi website. Plan, coordinate, and promote events to increase engagement with students, faculty, and staff. Create engaging content and manage social media platforms to drive center engagement.
 - **Center Management & Operations:** Plan, coordinate, and support Innovation Center events and logistics. Archive technology exhibits and maintain records, schedules, and reports to support operational efficiency and strategic planning. Support on-boarding, training, and supervision of staff to foster a collaborative and productive team environment. Oversee technical resources including equipment, workstations, and collaborative spaces to ensure operational readiness.
 - **Partnerships & External Relations:** Build and maintain relationships with internal and external partners to support research, education, and innovative initiatives. Identify funding opportunities and contribute to preparing grant proposals to advance Innovation Center initiatives.
-  **Adjunct Professor of Computer Science** – Adelphi University *2026 – Present*
- **Course Development:** Redesigned course materials, lecture slides, and hands-on exercises to enhance student learning and engagement.
 - **Student Mentoring:** Mentor and advise students on academic projects, research, and career development.
 - **Faculty Collaboration:** Collaborate with other faculty to update curriculum and ensure alignment with industry standards and emerging technologies.



Team Lead – NASA MITTIC Challenge

2023 – 2024

- **Led Research & Development:** Led a multidisciplinary R&D team developing a new innovative mobile carbon capture technology based on NASA intellectual property (IP).
- **Technical Writing & Presentation:** Authored and presented technical research to *NASA at Johnson Space Center*.
- **Business Analysis & Planning:** Conducted market analysis, validated commercial viability, and developed market strategy to produce a comprehensive business plan supporting the launch and potential commercialization of the proposed carbon capture device.
- **National Finalists:** Selected as a *National Finalist* in NASA MITTIC Competition (MUREP Innovation Tech Transfer Idea Competition).

Education



Adelphi University – M.S. Computer Science — *Graduating in May 2026*

2025 – 2026



Adelphi University – B.S. Computer Science & Mathematics Minor

2021 – 2025

Graduated with Magna Cum Laude: *"An academic honor given to students who have consistently achieved a high GPA and graduated in the top 10% of their class."*



Hofstra University – Summer Classes

2012 – 2014

Raspberry Pi: Python & Web Programming Game Builder Academy Courses (GBA): 3D Computer Animation, Video Game Design Studio, Robotics Workshop, Introduction to Video Game Design and Development, Video Game Programming, and Startburst Video Game Development.

Honors & Awards



Dean's List Every Semester – Adelphi University

2021-2026

"Christopher Sciortino was among a select group of outstanding students recognized by Adelphi's Deans of Arts and Sciences, Education and Health Science, Business, Nursing and Public Health, Social Work and Psychology for superior academic performance." - Adelphi University's Deans of Arts and Sciences



Senator Serving a Greater Audience – Adelphi University

2022

Student Government award, *"Senator Serving a Greater Audience"*, in recognition of hard work and contributions to the Adelphi University Information Technology (IT) Department.



Best UI/UX Design Award – New York Institute of Technology & TeenHacks LI

2019

Won award for best UI/UX design in New York Institute of Technology & TeenHackLI hackathon. Collaborated with a team, leading development of a mathematics study-aid application using C#, WinForms and Visual Studio.

Publications

A Schur-fire Way to Make Matrix Products Coincide *Journal of Humanistic Mathematics* (Jan. 2026)

Authors: Christopher Sciortino, Josh Hiller and Keith Copenhaver

Technical Projects

Accessible Data Science Application — Node.js, React, TypeScript, Electron, Python, Zustand, ReactFlow

- Developed a full-stack desktop application enabling non-technical users to perform advanced data science tasks through an accessible graphical user interface.
- Implemented node-based workflow construction using ReactFlow and centralized state management with Zustand storage to support complex data processing pipelines.
- Built a headless Python data analysis pipeline to process large datasets, train machine learning models, and generate data visualizations.

Innovation Center Portal — HTML, CSS, JavaScript

- Developed a full-stack web portal supporting Innovation Center operations, including exhibit information, event sign-ups, and service requests.
- Implemented dynamic HTML/CSS pages with a JavaScript backend, using JSON-based data structures for storage and data exchange within the portal's content management workflows.
- Deployed portal for daily use by staff and hundreds of visitors accessing technology exhibits and center resources.

Early Learning Mathematics Games — C#, Unity Engine, MongoDB, JavaScript

- Built a full-stack desktop application using C# and the Unity Engine.
- Designed and implemented MongoDB database along with RESTful APIs for efficient querying written in JavaScript.
- Collaborated with a large multidisciplinary team of programmers, game designers, educators and digital artists.

Sports School Database Design & Implementation — MySQL, SQL, Database Design

- Strengthened practical skills in database modeling, relational design, and query optimization through a hands-on school team project.
- Designed and implemented a relational database for a theoretical tennis school, creating ER diagrams and normalizing to Boyce-Codd Normal Form (BCNF).
- Developed tables, wrote SQL queries, triggers, and stored procedures to support school operations.

Mathematics Study Application — C#, WinForms, Visual Studio

- Led development of a WinForms desktop application in C# to assist students with math practice and learning.
- Designed an award-winning user interface (Best UI/UX Award at NYIT Hackathon) with features including progress tracking, specialized calculators, reference sheets, and study timers.

University Scheduling Application — HTML, CSS, JavaScript

- Developed a full-stack web application for university scheduling using HTML/CSS for the front end and JavaScript for the backend logic.
- Engineered an interactive user interface for schedule management, featuring drag-and-drop functionality, dynamic visualizations, and real-time updates to streamline planning for staff and students.

Neural Network (Deep Learning) AI/ML — Python, NumPy, Scikit-Learn (for testing & training)

- Engineered a neural network from the ground up in Python, developing forward propagation, data normalization, and experimental learning.
- Integrated NumPy to accelerate numerical computations and handle large-scale data efficiently.
- Conducted experiments on benchmark datasets from the Scikit-Learn package to train the model, test performance and tune parameters for optimal results.