Alan Norcott

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GitHub: https://github.com/Alanvnorcott

TECHNICAL SKILLS

Operating Systems*:* MacOS, Windows (7, 8, 10, 11), Linux.
Software*:* Visual Studio, Docker, Git, Amazon EC2, S3, Lambda, AWS, Google Cloud, Flutter.
Languages*:* C++, Dart, C, Java, Python, C#, JavaScript, SQL, HTML5, Angular, CSS.
Skills*:* Web Development, Mobile App Development, UI Design.

EDUCATION

Bachelor of Science in Computer Science | **Drew University** | Madison, NJ
Expected Graduation: May 2024.
Honors and Awards: Dean's List (Fall 2020, Fall 2022, Spring 2023).
Extracurriculars: Drew Men's Lacrosse Team.

RELEVANT COURSEWORK:
Software Development: Web application development, SQL Database, Jira, Flask.
Cybersecurity: Amazon AWS EC2, TCP/ARP simulated attacks, Network configuration.

RELATED EXPERIENCE

Software Engineering Intern | **Drew University** | Madison, NJ
January 2023 – May 2023
- Developed a web application for sorting cross-listed courses.
- Created with JavaScript, HTML, and CSS.
- Worked with a team of five.
- Configured an SQL database of all the courses offered for parsing.

Software Engineering Intern | **Digiclips** | Denver, CO
September 2022 – December 2022
- Worked on an application to implement a client and employee notification system.
- Worked with a team of four other students.
- Learned Angular to help build the single-page application needed.
- Utilized Python, JavaScript, and C#.

NOTABLE PROJECTS

Securify: Chrome Extension For Internet Security
March 2024 – March 2024
- Used JavaScript, HTML, and CSS to create an extension for Chrome that scans websites for safety.
- Worked with and utilized VirusTotal's API.
- Scan returns a security report for any website for the user to use as a second opinion.

Top Down Pixel Game
February 2024 – February 2024
- Used Unity, and C#, to create a scripted top-down pixel video game.
- Scripted various systems such as collisions, NPC behavior, and combat.
- Worked with engine lighting.
- Still ongoing and being updated.

AI Tribe Simulation
February 2024 – February 2024
- Used Python, Tensor, Numpy, etc. to create an AI that learns from reinforcement training.
- SScripted the groundwork for the four "tribes" and their interactions and actions.
- Created learning visuals to track learning loss.
- Still ongoing and being updated.