

# Alan Norcott

New York City Metro Area | (609)-915-2436 | Alanvnorcott@gmail.com |  
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.

**Overall GPA:** 3.4

## 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.