# **Anthony Ramnarain**

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#### **Education:**

Queens College, CUNY, Queens NY

**BA** in Computer Science **Expected Graduation**: Spring 2020

# Experience:

**NASA:** Minority University Research and Education Project Aug 2019 - Present | Queens, NY

#### Robotics Instructor

- Collaborated with a team to develop lesson plans and instruct middle school students intro to python integrated with the implementation of Raspberry PI's.
- Educated students on how to develop robots with graphical programming platform based on Scratch 3.0 supporting Arduino and Python.
- Taught concepts using block-based programming incorporated into basic level games to help students develop an understanding of Python.

# **Wonder World Reality**

Informational Tech Assistant

Queens, NY | Oct 2017 - Oct 2018

**GPA**: 3.0

- Successfully developed and launched a company website for small business which increased store traffic gradually.
- Implemented technical procedures for preserving the integrity and security of data, reports and access.
- Diagnosed and troubleshooted Windows processing problems and applied solutions to increase company efficiency.

## Technical Skills:

- Languages: Java, C++, Javascript, HTML, CSS, Git, SQL
- **Operating Systems:** Windows, Linux
- **Libraries & Frameworks:** Node.js, Flask

#### **Selected Projects:**

# Personal Website | venus.cs.qc.cuny.edu/~raan5255

Oueen's College | Fall 2019

- Wrote code necessary to launch a website to house SARA
- Successfully displayed search results previously stored in files of CSV, JSON, and XML formats as well as search results using the Google Search API
- Implemented a search engine from scratch

## **Hackathon App | Meter Memory**

Queens College | Fall 2018

- Developed an app that prevents users from receiving a parking ticket when their meter time expires.
- Implemented GUI application that allows users to see their meter in real time.
- Designed a way for users to have the option to add additional time to their meter.

#### **Activities**

# **President of QC Game Development Club**

Fall 2019 - Present

- Established C++ lesson plans and introductory courses on Unity assets
- Managed and guided small teams to meet game build deadlines
- Hosted meetings to increase club efficiency and work ethic