Primary Address

95 Ridgewood Drive, Norwood, MA 02062

Daniel James Sullivan III

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Objective

To obtain an internship in a cyber security or programming related area.

Education

Worcester Polytechnic Institute, Worcester, MA

Aug. 2016 – Present

Bachelor of Science in Computer Science, May 2020

Relevant Coursework

Completed Courses

AP Computer Science [High School] (Java), Introduction to Building Websites [Online] (HTML & CSS), HTML & CSS: Design and Build Websites (Book), Introduction to Program Design (Racket), Object Oriented Design Concepts (Java), Systems Programming Concepts (C & C++), Machine Organization and Assembly Language (C), Algorithms (Python), Discrete Mathematics, Human Computer-Interaction, Computer Networks (Python, C), Operating Systems (C), Foundations of Computer Science, Software Engineering (Java)

Current & Ongoing Studies

Ethical Hacking and Network Penetration Testing using Kali Linux (Online), Hacking: The Art of Exploitation (Book)

Skills

Languages & Programming

Java, C/C++, Python, HTML, CSS, Racket, LaTeX, R, understanding of x86 Assembler, JUnit, JavaFX, TestFX, Git, software design patterns, class & dynamic diagrams

Agile Project Management Tools

GitHub Project, Slack, Trello

Software Development Tools

IntelliJ IDE, Eclipse IDE, PyCharm IDE, GitHub, Gradle, TravisCI, Mayen, Lucid Charts

Computers

Building desktops, fixing desktops, removing viruses, strong familiarity with Windows Operating System, OSX, and Linux (Gnome, Kali, Ubuntu), troubleshooting and fixing applications, running virtual machines, familiarity with Raspberry Pi

Computer Applications

Scene Builder, Adobe Premiere Pro, Adobe Photoshop, Adobe Audition, Adobe After Effects, Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Microsoft Outlook, Maple, LaTeX

Miscellaneous

Video production, audio production, ability to teach/instruct

Current/Upcoming Projects

Brigham and Women's Hospital Kiosk (Software Engineering course, Java)

Personal Website (HTML, CSS) – djsullivan.tk

Random Movie Selector (Java)

Baseball Stat Tracking Application (Java)

Banking Exploit Keyboard (Java)

Experience

Videographer/Editor/Teacher: Norwood Public Access Television Video Editor: Association of Strategic Alliance Professionals

Personal Links

djsullivan.tk

www.github.com/DannyJSullivan

www.linkedin.com/in/DanielJamesSullivan

Software Engineering

This course had ten-person student teams working in a class competition to apply Agile development methodologies and software design patterns in Java to create an indoor pathfinding application, map builder, and integrated service request modules for Brigham & Women's main hospital campus.

As a software engineer, I helped gather software requirements by surveys, interviews, and brainstorming, as well as created user stories, scenarios, and storyboards. I was responsible for writing the user classes, technology ticket API, API integration, timeout feature, and the live clock components of the application, alongside general debugging. I also assisted with creating the UI, login handler, pathfinding, node and edge translation, and Epic integration.

As a test engineer, I was responsible for writing the team's integration tests and coordinating the teams' creation of JUnit tests. I also spent much time using TestFX to test the UI, as well as constantly performed tasks on the application to ensure everything was running properly.

Our team successfully delivered the requested application at the end of the seven-week term. The class consisted of three and a half weeks of designing our program, followed by three and a half weeks of coding our program.