David R. Anuta

503-707-6814 • David.R.Anuta@gmail.com
Github: https://github.com/DivineEnder

Education

University of Rochester	Rochester NY
B.S in Computer Science and B.S. in Physics [Dean's List, Cumulative GPA: 3.79]	Expected 2019
High School Diploma June 2015 (Cumulative GPA: 4.0)	Portland, Oregon

Skills & Abilities

Programming –
  Ability - fundamentals (if statements, loops, etc.), object oriented programming, advanced data structures (Linked lists, hash tables, trees, graphs), basic AI (search strategies, Big O complexity), basic Data Science techniques (frequent pattern mining), relational database programming (using PostgreSQL with Python)
  Development experience - source control, project management, game design, web development
  Language experience (in order of familiarity) - Java, Python, C, Ruby (on Rails), SQL, QT
Mathematics: *Discrete math, Calculus (derivation, integration, Taylor series, multidimensional), Linear Algebra*

Achievements

1st Place at Dandyhacks, University of Rochester's Annual Hackathon	February 2016
Research & Innovation Grant (RIG), University of Rochester	Received 2015
Bausch & Lomb Scholarship, University of Rochester	2015 – Present
"Most Interactive" game award at the Game Education PDX 2015 Mythos Play Challenge	2015
"Best in Show" award at the 2015 Oregon Game Project Challenge (OGPC) for overall excellence of game design	

Work/Project Experience

Paylasso   **Portland, OR**
Remote Support/Testing Engineer   September 2016 – Present
  Building documentation and tests for Paylasso's Python based web subscription service

Northworld LLC   **Portland, OR**
Intern   June 2016 – August 2016
  Developed integration of CRM software (Nutshell) into Northworld's web based software
  Worked with Ruby using Ruby on Rails, Nutshell API, and MySQL database

"Team Henry" Student Software Group   **Portland, OR**
Lead Software Developer and Project Manager   September 2013 – August 2015
  Developed dance game software in Java using Slick2D graphics library
  Worked with team to design and build game hardware (dance pad)
  Game won "Best in Show" at OGPC and Most Interactive at the 2015 Mythos Challenge
  Game development blog can be found at https://sites.google.com/site/teamhenryogpc

Free Geek   **Portland, OR**
Intern   July – August 2014
  Assembled computers from recycled parts and taught classes on computer hardware identification

Mentor Graphics   **Portland, OR**
Apprenticeship in Science & Engineering (ASE) Intern   June – August 2012
  Used automated GUI testing application called Squish to test Mentor Graphics' GUI

Interests/Activities

University of Rochester	**Rochester, NY**
Outing Club	*January 2016 – present*
Robotics Club	*August 2015 – 2016*
Wilson High School	***Portland, Oregon***
Wilson Ski Team	*JV 2011, Varsity 2012-2015*
Model United Nations Delegate	*2011-2015*