Joe Enright

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Education:

Missouri State University Springfield, MO (Graduation - 2020)
Bachelor of Science in Computer Science
Minor in Mathematics
Certificate in Web Programming
Whitfield Highschool – Class of 2015, St. Louis, MO

Core Competencies:

- Experience with a variety of different languages, such as:
  - High Level Programming: Python, Java, JavaScript, Processing
  - Low Level Programming: C, C++, Rust
  - Mathematics and Statistics: MATLAB, R, S
  - Web Programming: HTML, CSS, Bootstrap, JavaScript
- Working with and getting familiar with the Linux Operating System terminal
- Interacting with GPU using OpenGL Graphics Library
- Collaborating in teams as well as working individually
- Communicating to an audience and walking through source code
- Experience with version control system (GitHub) / Software Development tools (Trello)
- Problem solving and overcoming obstacles that come along with learning new languages and concepts
- Developing a strong foundation in the field of CS

Project Experience

Visual-Based Fall Detection System

- Designed and implemented a Fall Detection system in Python. Gained experience in the software development process, which included: Project Charter, stakeholder meetings, Scrum meetings, system modeling, research paper, developing SRS document, test plan, working under time constraints, monthly and final presentation demos etc.

Parking Project

- Quality Assurance aspect of the software development process. Our team worked with a developer team to design and implement a software that detects open parking spaces in a parking lot. Included in the project: IEEE style research paper for proposal of regression test prioritization, developing test plan, daily scrum meetings, presenting our test case prioritization proposal to stakeholders, meeting project deadlines, etc.

3D Graphic Rendering Project

- Utilized the OpenGL API to interact with a GPU to render 3D objects to the screen. The project was to create an interactive advertisement for a product or event. This was done entirely in C++. The end user can interact with the objects through the keyboard to rotate the objects displayed on the screen.

Shell User Interface Project

- Implemented a shell that accepts user input and performs an action on the user's behalf, such as executing of another program or executing one of a series of built-in functions. This program was written in C and is capable of being run on the Ubuntu Linux Environment on WSL. This project introduced skills for understanding command line parsing, creating multiple processes, etc.

Website Development Projects

- I have developed a portfolio that will be attached here, linking some of the projects discussed above, as well as other projects not discussed that I have worked on.

Python Programmer/Django Developer

- Python Developer with the goal to continue developing my skill set and contribute to a mission-driven company. With the skills obtained from my education at Missouri State, my plan is to take what I have learned and help contribute to a company that I can grow with. I have worked alongside classmates on several real-world projects to the point where I am prepared to start my career as a developer.