Lee Painton
Software Engineer

Contact

630 Wickenden Street
Rear Upper Left
Providence, RI 02903

(973) 978 7263

lee.painton@gmail.com
facebook/lee.painton

Languages

C#, Java
Python, SQL
jQuery, Javascript
CSS, HTML
C++, VBScript

Technologies

.Net, WPF
Winforms, Swing
SQL Server

Summary

New graduate software developer with an interest in full stack development. Has some early exposure to freelance software engineering in a practical setting. Has prior corporate experience working with a team and broad hands-on exposure to computer technology from hardware to software.

Education

2014–2016	**Masters** in Computer Science (May 2016)	Brown University
	GPA: 3.5	
	Master's project: https://github.com/Evangielis/BURLAP-BAG	
2012–2014	**Bachelor's** in Computer Science	Montclair State University
	Summa Cum Laude	

Experience

Software Development

2014–Now	**Freelance**	Providence, RI

Software Engineer

Developed a Windows-based application suite for business client Metra. The suite includes Windows-based software tools to interface with the client's Axxess product line (http://axxessinterfaces.com/). The net benefit to the client was to modernize the software Metra offers its clients and thus increase the marketability of the company's products.

Information Technology

2010–2011	**Celgene Corporation**	Summit, NJ

Information Security Consultant

Worked with the Active Directory security team. Besides daily processing of tickets and documentation of business processes, also composed .NET scripts to automate the creation of directories, the assignment of security groups and the renewal of expiring accounts. This helped Celgene in its efforts to automate processes as part of the implementation of an ITIL compliant framework.

2007-2009	**Becton Dickinson**	Franklin Lakes, NJ

Information Security Analyst

Worked with a mission critical information security team to process security related tickets controlling access to servers and file systems. Also created software tools to integrate Lotus Notes with Active Directory and automate the monthly resetting of passwords on UNIX servers. Net benefit to employer was an increase in the efficiency of existing processes.

Projects

2015–2016 **Metra App for Windows** https://github.com/Evangielis/MetraApp
A commercial application to interface with Metra's line of Axxess radio mod boards. It was designed primarily with retailers in mind who might need to perform the same firmware updates and steering wheel control configurations multiple times a day.

2015 **ConfusionQuiz** https://github.com/Evangielis/ConfusionQuiz
This application interfaces with an Intel RealSense device and constructs both a video and an XML record of facial cues while the user takes a randomized quiz of designed to confuse them. Data was stored as a series of time-elapsed frames with recorded integer values for metrics offered by the Intel RealSense API.

2014-2015 **Robocook** https://github.com/h2r/robocook
A research tool in the form of a game about cooking with the help of a robot. This was written in JQuery utilizing elements of the GameQuery library. Uses WebSockets to communicate with an AI agent running BURLAP on a web-server and saves data on user actions. Was designed to support research being done by Stephanie Tellex's H2R group at Brown University. A demonstration can be found at http://elzar.cs.brown.edu/robocook/

2013 **The Assembler** https://github.com/Evangielis/TheAssembler
Educational tool presented in the form of a game designed to teach concepts of logic gates and assembly language to students. The final project consists of three interlinked modules: a game environment, a logic gate simulator and a fully functional terminal implementing a fully functional version of Madnik's little man computer.