Gail E. Terman

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EDUCATION

Northeastern University, Boston, MA   January 2010 – December 2013
    Bachelor of Science in Computer Science   January 2014
    College of Computer and Information Science

Related Courses:	Systems and Networks, Software Development, Programming Languages, Artificial Intelligence, Computer Architecture, Computer Graphics, Theory of Computation, Algorithms & Data, Game Design Algorithms
Activities:	CISters, NU Choral Society
Major GPA:	3.70/4.00

COMPUTER KNOWLEDGE

Languages:	Fluent in Java, Python, Ruby/Ruby on Rails, jQuery/JavaScript Experience in Scheme, Racket, C#, C, HTML/CSS, Bash Scripting
Systems:	Windows 98/ME/XP/7, Ubuntu Linux, Mac OSX
Software:	IntelliJ IDE, Unity, Eclipse IDE, Maven, DrScheme/DrRacket, Git
Special Projects:	Created first web page at age 9, build own gaming machines

WORK EXPERIENCE

Skillz, Inc., Boston, MA
Server Engineer   February 2014 – January 2015
- Maintained and added to the internal admin portal, implemented in Rails, including player info and system configuration, using RESTful interfaces to connect to the other system components
- Designed and implemented the back-end for the customer loyalty rewards program, "Ticketz"
- Maintained the customer-facing developer portal, used by developers to integrate the Skillz SDK
- Ported the company corporate website to a Rails project, making the content configurable
- Implemented the back-end for the Skillz web-app, which serves as a distribution platform
- Optimized and implemented database queries to search for fraudulent users on the Skillz system

Nectar Games, Seattle, WA
Programmer   January 2012 – June 2012
- Designed the architecture for a strategic combat game, and implemented part of the game in Unity
- Created, migrated, and maintained a version management repository (Subversion, Git)

DoubleTap Games, Boston, MA
Game Programming Intern   January 2011 – June 2011
- Designed and implemented the user interface for a Facebook application
- Implemented the server side of a system that allows the 3DS to transfer data to a website

Attivio Inc., Newton, MA
Java Developer Intern   July 2010 – December 2010
- Integrated custom search into the Confluence wiki engine using plugins
- Developed software components using Eclipse, Maven, and Java

Penny Arcade Expo, Boston, MA; Seattle, WA; Melbourne, Victoria, Australia
Enforcer / Exhibitor Assistant / Enforcer Welfare Department Manager   March 2010 – Present
- Managed a team of Enforcers dedicated to providing care and support to 480 people who worked in a high activity environment over the course of 3 days
- Acted as a liaison between a specific set of exhibitors, the facility, and Penny Arcade

INTERESTS

Music:	Singing (a cappella, musical theater, opera, choral), playing flute, learning piano
Games:	Puzzle games, RTS, turn-based strategy, casual games, board and card games
Other:	Doing puzzles, crocheting and knitting, watching the Boston Red Sox, Girl Scouting

References will be supplied upon request